PlayStation

NTSC U/C

PlayStation

JoJo's BIZARRE ADVENTURE™

CAPCOM

TEEN

T

CONTENT RATED BY ESRB

SLUS-01060

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

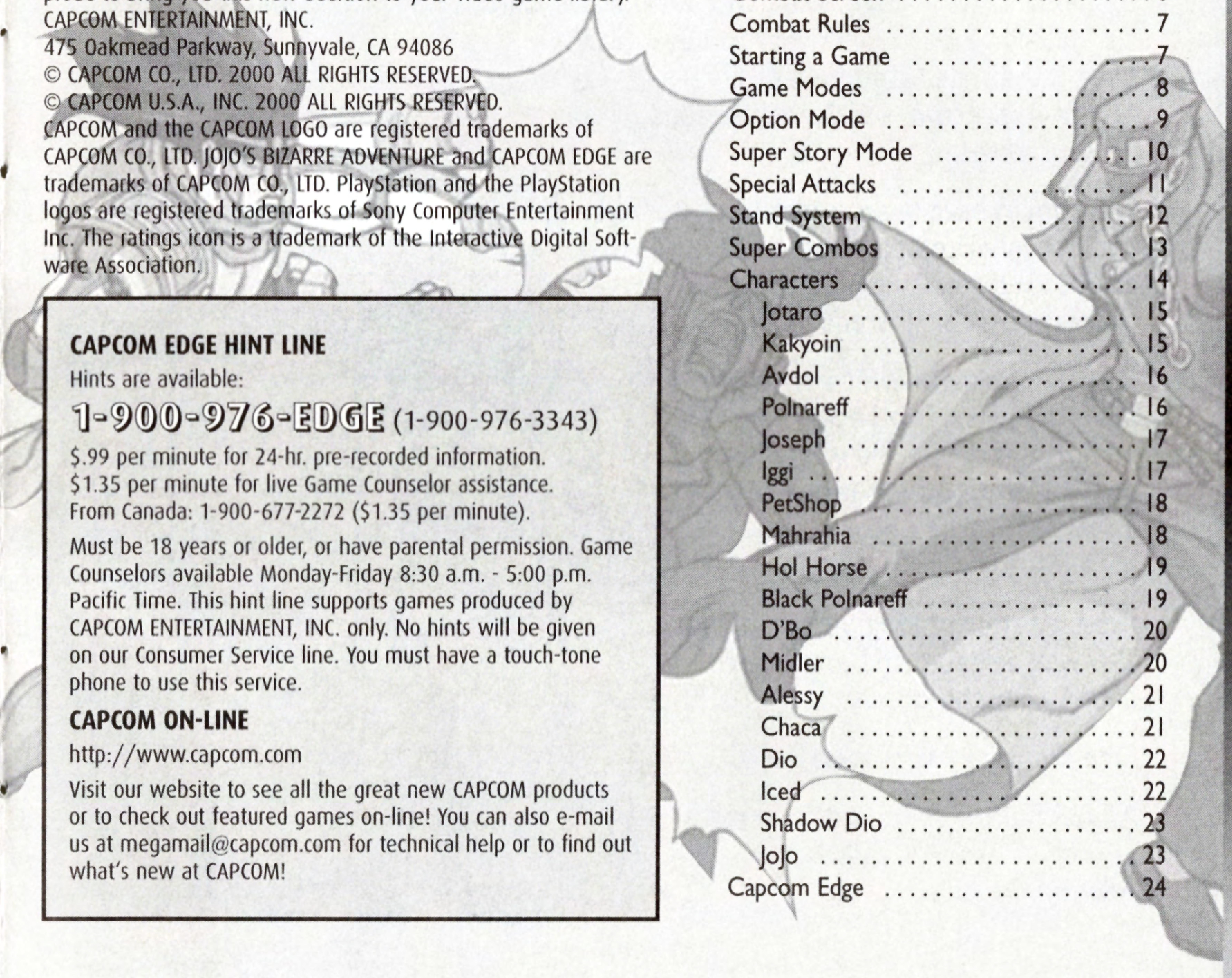
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting JOJO'S BIZARRE ADVENTURE for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
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1-900-976-EDGE (1-900-976-3343)

$.99 per minute for 24-hr. pre-recorded information.
$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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CONTENTS

Dio's Revenge 2
Setting Up 4
Controls (default) 5
Combat Screen 6
Combat Rules 7
Starting a Game 7
Game Modes 8
Option Mode 9
Super Story Mode 10
Special Attacks 11
Stand System 12
Super Combos 13
Characters 14
  Jotaro 15
  Kakyoin 15
  Avdol 16
  Polnareff 16
  Joseph 17
  Iggi 17
  PetShop 18
  Mahrahia 18
  Hol Horse 19
  Black Polnareff 19
  D'Bo 20
  Midler 20
  Alessy 21
  Chaca 21
  Dio 22
  Iced 22
  Shadow Dio 23
  JoJo 23
Capcom Edge 24

DIO'S REVENGE

At the end of the 19th century, on a country estate in England, the nobleman Sir Joster lived with his unlikely ward, a boy named Dio. Sir Joster had been Dio's guardian ever since Dio's father had saved Joster's life – and sacrificed his own – under mysterious circumstances.

Dio should have been grateful, but he had not inherited his father's selfless character. Instead, he plotted to take possession of Sir Joster's fortune.

Disguising himself with a strangely powerful mask, Dio became an immortal monster. He waged war on Sir Joster, but was repeatedly driven off by the nobleman's true son, Jonathan.

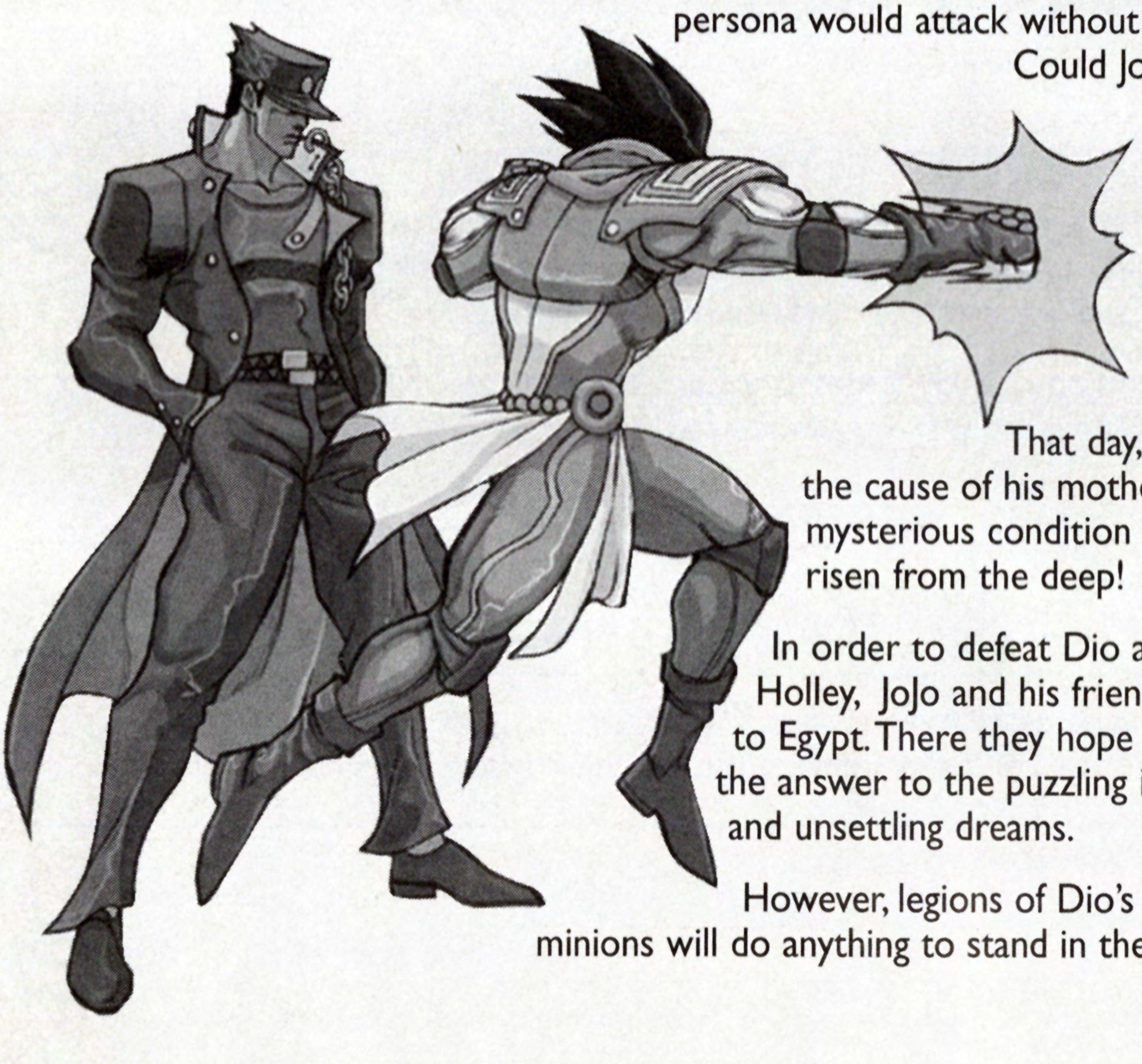
After a series of long, vicious battles, Dio was defeated and imprisoned deep under the ocean.

One hundred years have passed ...

A bizarre iron coffin is discovered near the Canary Islands in the Atlantic Ocean ...

In Japan, Jotaro Kujo, known to his friends as JoJo, awakens one morning feeling very weird. Something strange happened to him during the night. During his restless dreams, JoJo felt as if another being were taking over his psyche!

Recently, JoJo's mother, Holley, had fallen seriously ill. It was learned that she had been overcome by "the Stand." This overpowering, mysterious, psychic inner persona would attack without warning. Could JoJo also be affected by the Stand?



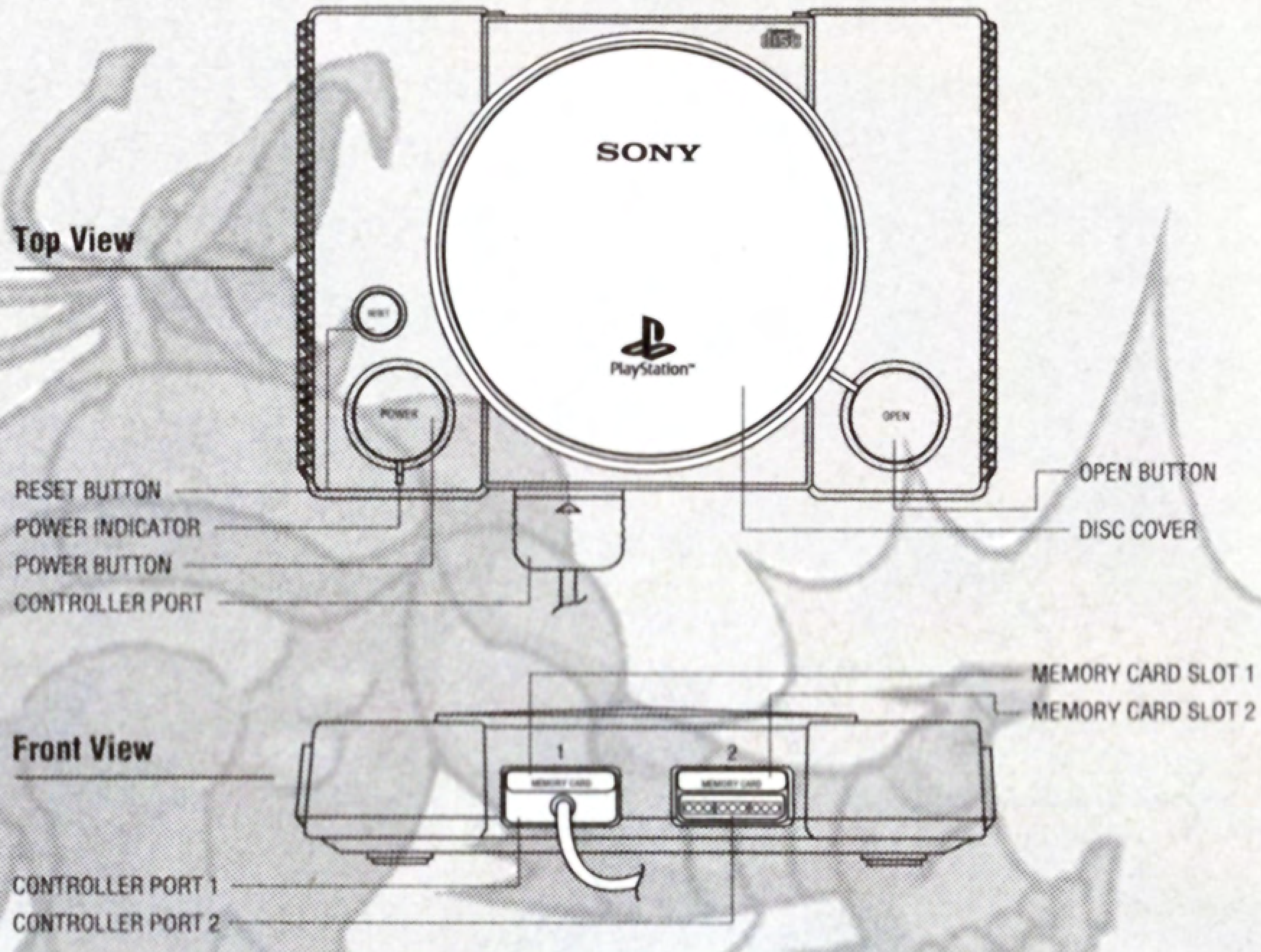
That day, JoJo learns the cause of his mother's mysterious condition – Dio has risen from the deep!

In order to defeat Dio and save Holley, JoJo and his friends head to Egypt. There they hope to discover the answer to the puzzling illness and unsettling dreams.

However, legions of Dio's savage minions will do anything to stand in their way ...

SETTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **JoJo's Bizarre Adventure** disc and close the Disc Cover. Insert one or two game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.


Top View
SONY
PlayStation
RESET
POWER
OPEN
RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT
OPEN BUTTON
DISC COVER
Front View
1
2
MEMORY CARD
MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
CONTROLLER PORT 1
CONTROLLER PORT 2

MEMORY CARDS

To save game settings and results, and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play.

Note: If you don't have a Memory Card, the game will allow you to play without saving game settings and results.

JoJo's Bizarre Adventure is a 1-to-2 player game. To play with 2 players, connect two controllers before turning the PlayStation game console ON.

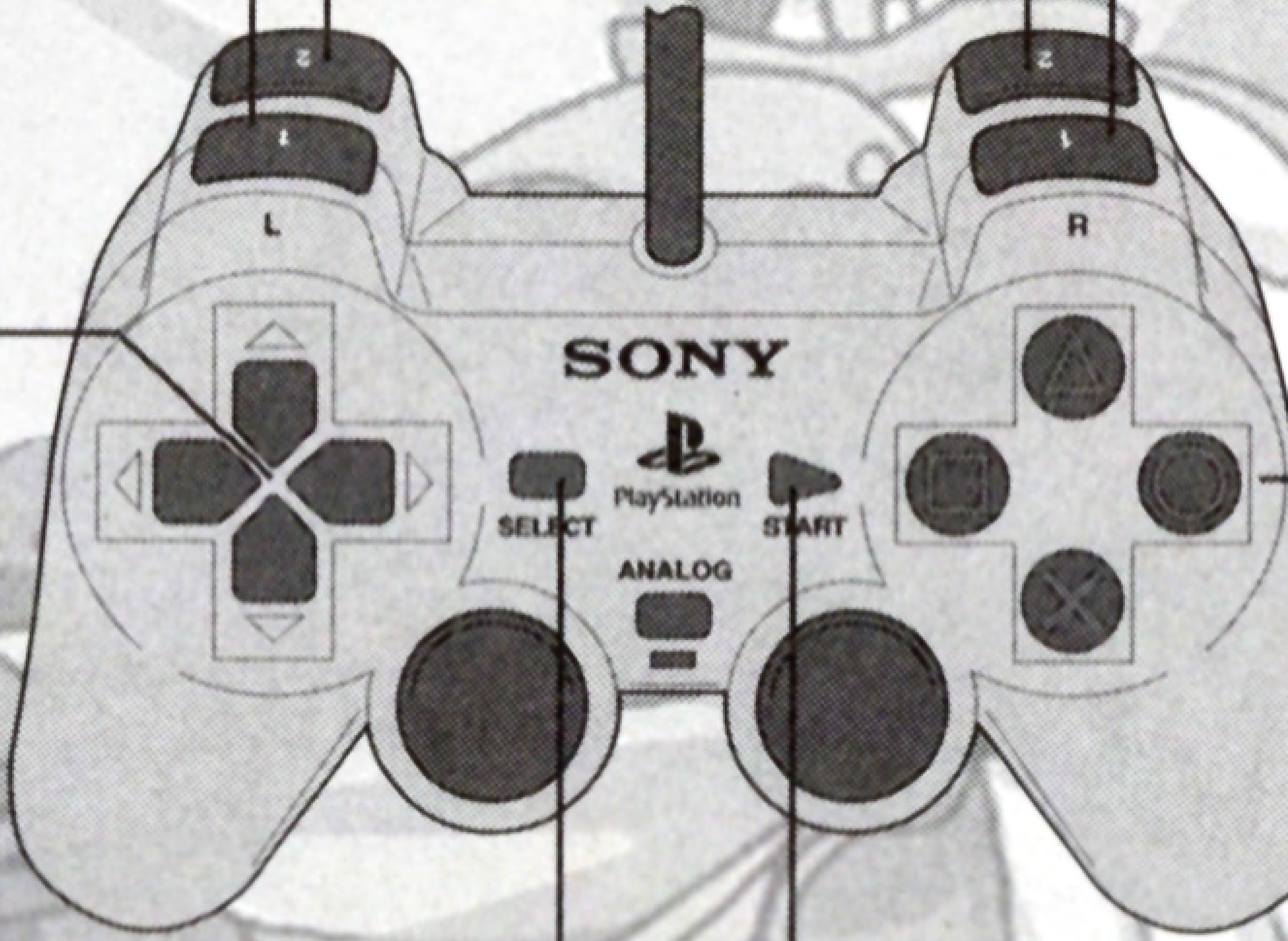
CONTROLS (DEFAULT)

L2 Button (□ + ○)
- Safe fall

R2 Button (□ + △)
- Safe fall

L1 Button (△ + ○)
- Safe fall

R1 Button (□ + △ + ○)
- Backlash / Advancing block



Directional Buttons
- Highlight selections on screens and menus
- During play, move your character*:
  - ↑ Vertical jump
  - ↗ Diagonal forward jump
  - → Move forward
  - ↘ Crouch
  - ↓ Crouch
  - ↙ Crouching block
  - ← Move backward / standing block
  - ↖ Diagonal backward jump

* When your character is facing right. If your character is facing left, reverse the left/right controls.

△ – Cancel selection
– Medium attack

○ – Heavy attack

□ – Light attack

✕ – Confirm selection
– Turn Stand Mode ON/OFF during combat

START Button
- Start game / Bypass demo
- Pause / Unpause
- Join-in for Player 2

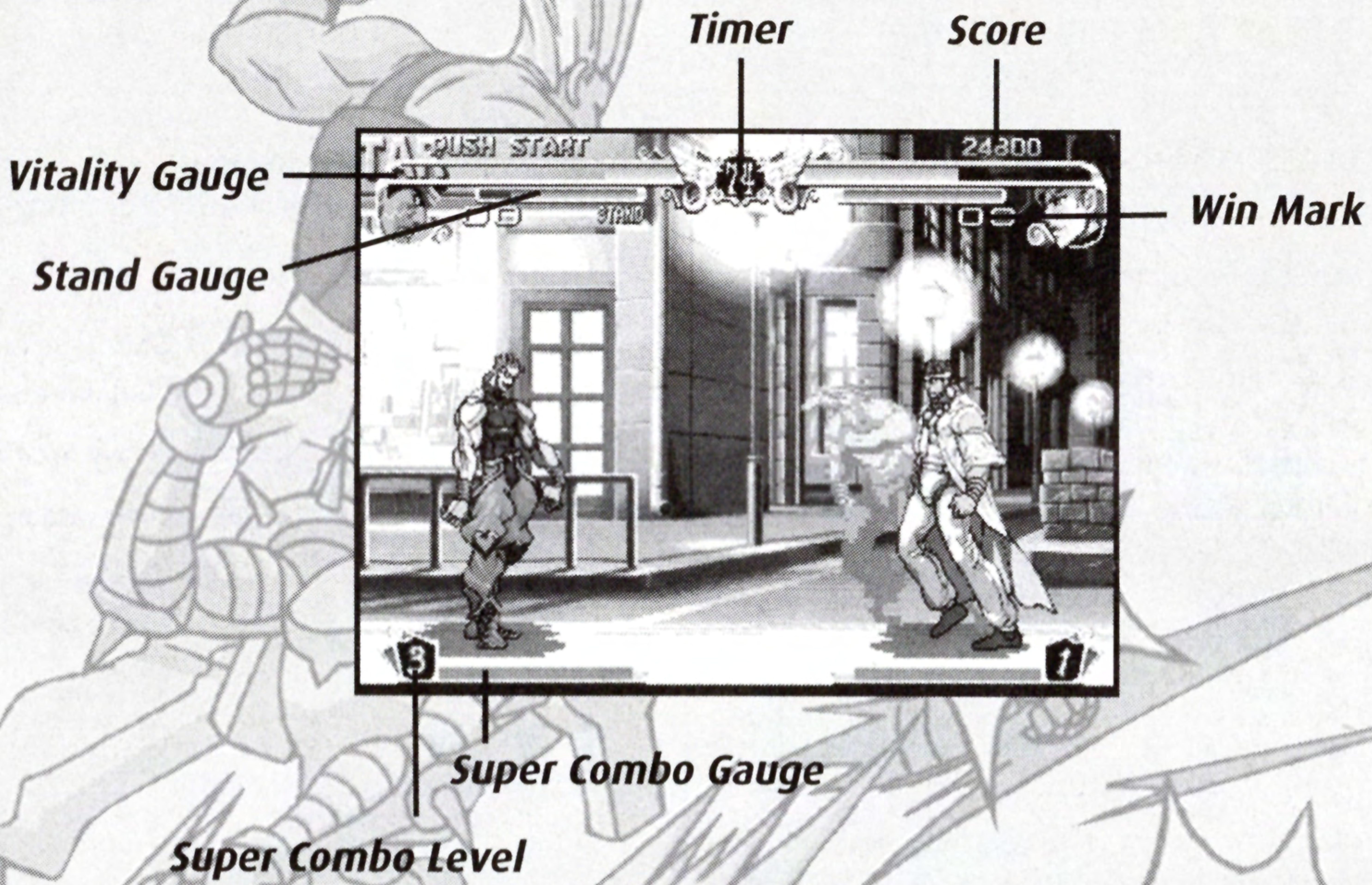
SELECT Button
- Taunt opponent

Notes:
- These are the default button assignments. To change them, use the Key Config option in Option mode (see page 9).
- The Left and Right Analog Sticks are not used in this game.
- Turn DUALSHOCK™ analog controller vibration function ON/OFF in Option Mode (see page 9).

Soft Reset During Gameplay:
- Press START to display the Pause menu, select MODE MENU, then select YES to exit to the Mode Menu screen.
- Hold down SELECT and press START to exit back to the title screen.

The controls on this page are also used for digital controllers.

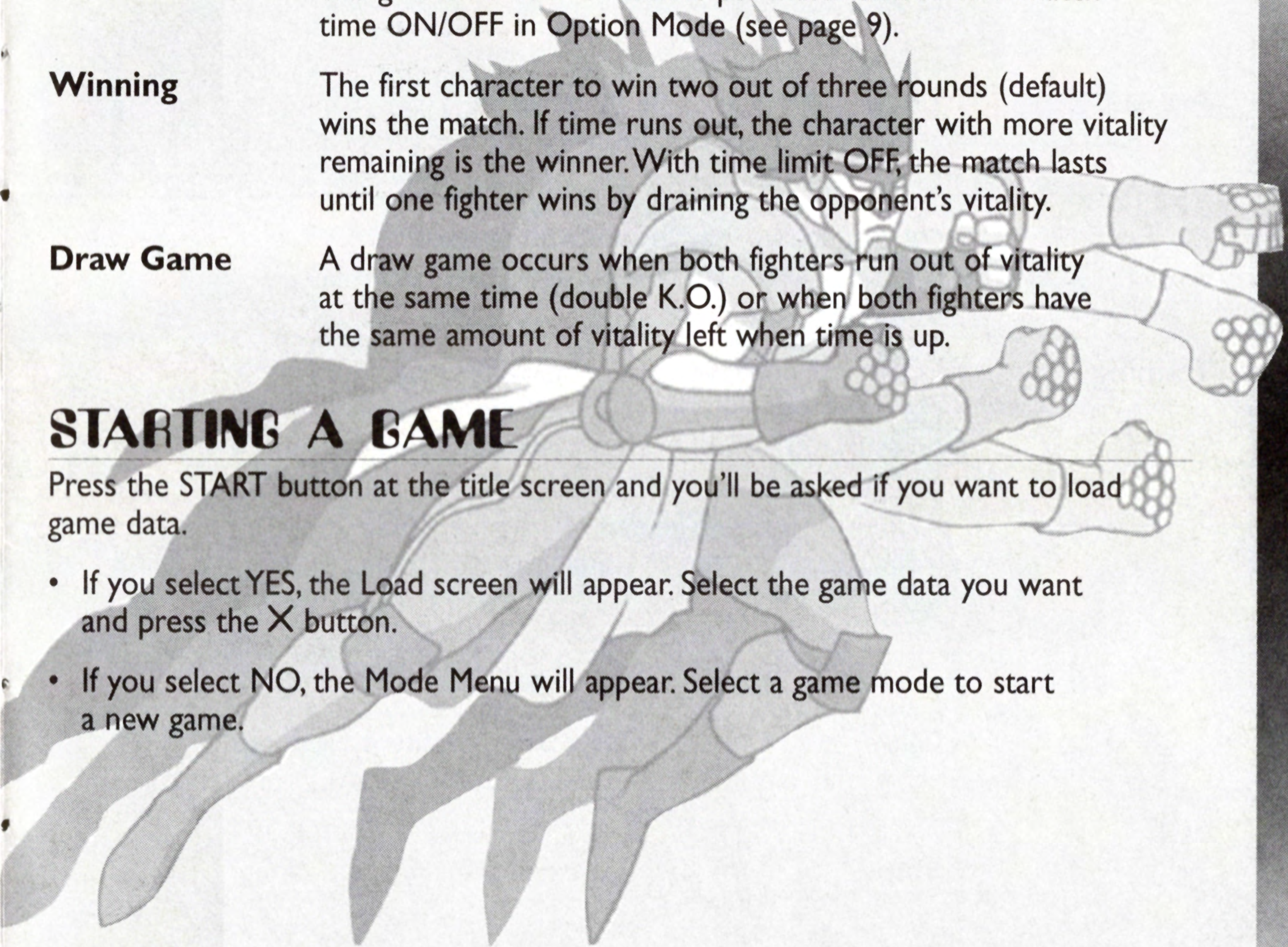
COMBAT SCREEN


Timer
Score
Vitality Gauge
Win Mark
Stand Gauge
PUSH START
24800
STAND
3
1
Super Combo Gauge
Super Combo Level

Timer	Match time countdown.
Score	Character's current score.
Vitality Gauge	Character's remaining vitality.
Stand Gauge	Character's remaining Stand vitality. (Not all characters have a Stand Gauge.)
Win Mark	How many rounds a character has won.
Super Combo Gauge	Color bar builds up as a character attacks or blocks. When it's full, the character can use special moves such as Super Combo.
Super Combo Level	This level (1, 2 or 3) allows a character to perform Super Combos (see page 13).

COMBAT RULES

Match Length	A match is three rounds (default). Each round lasts for 99 seconds (default) or until one fighter completely loses vitality. You can change the number of rounds per match and/or turn match time ON/OFF in Option Mode (see page 9).
Winning	The first character to win two out of three rounds (default) wins the match. If time runs out, the character with more vitality remaining is the winner. With time limit OFF, the match lasts until one fighter wins by draining the opponent's vitality.
Draw Game	A draw game occurs when both fighters run out of vitality at the same time (double K.O.) or when both fighters have the same amount of vitality left when time is up.



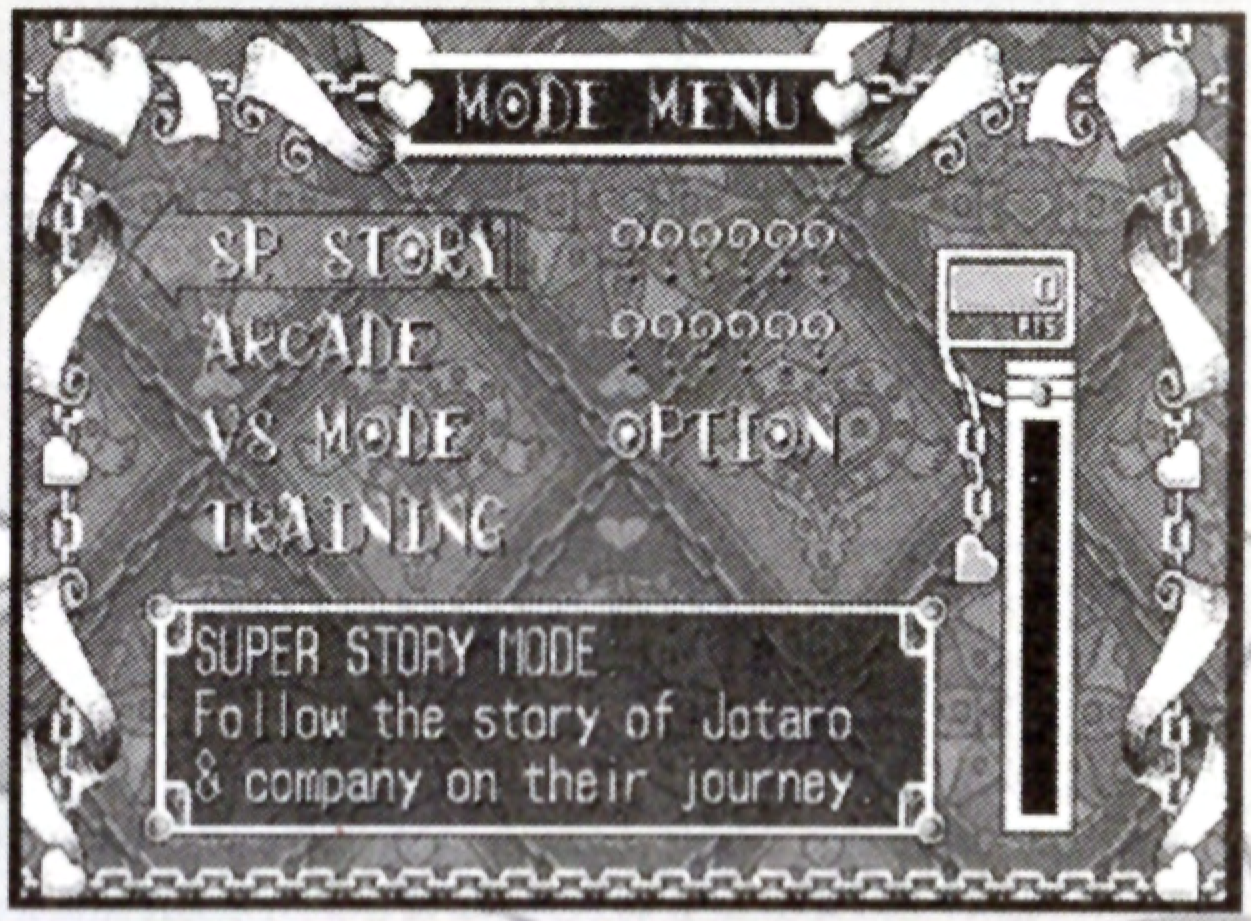
STARTING A GAME

Press the START button at the title screen and you'll be asked if you want to load game data.

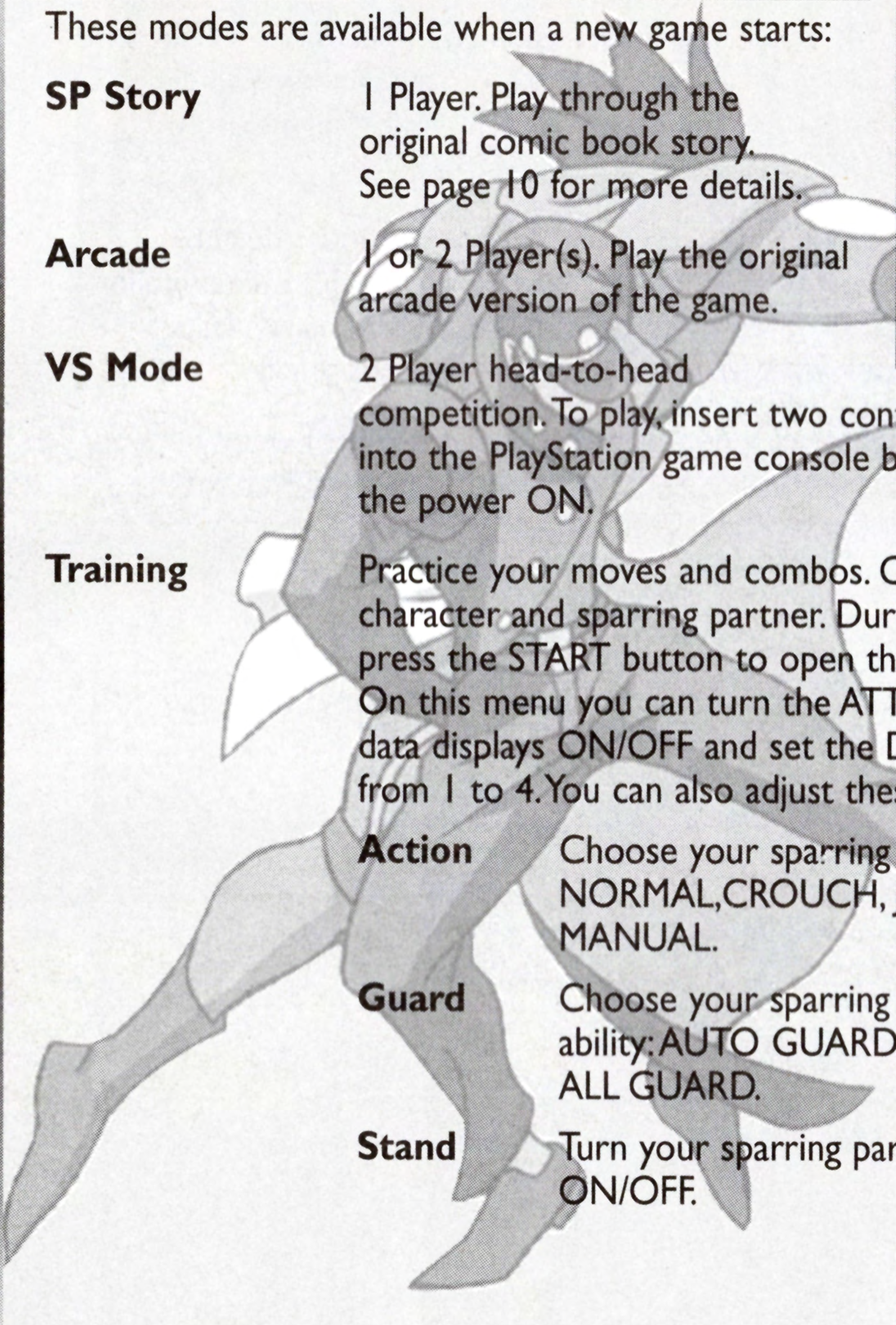
- If you select YES, the Load screen will appear. Select the game data you want and press the X button.
- If you select NO, the Mode Menu will appear. Select a game mode to start a new game.

GAME MODES

These modes are available when a new game starts:



SUPER STORY MODE
Follow the story of Jotaro & company on their journey.

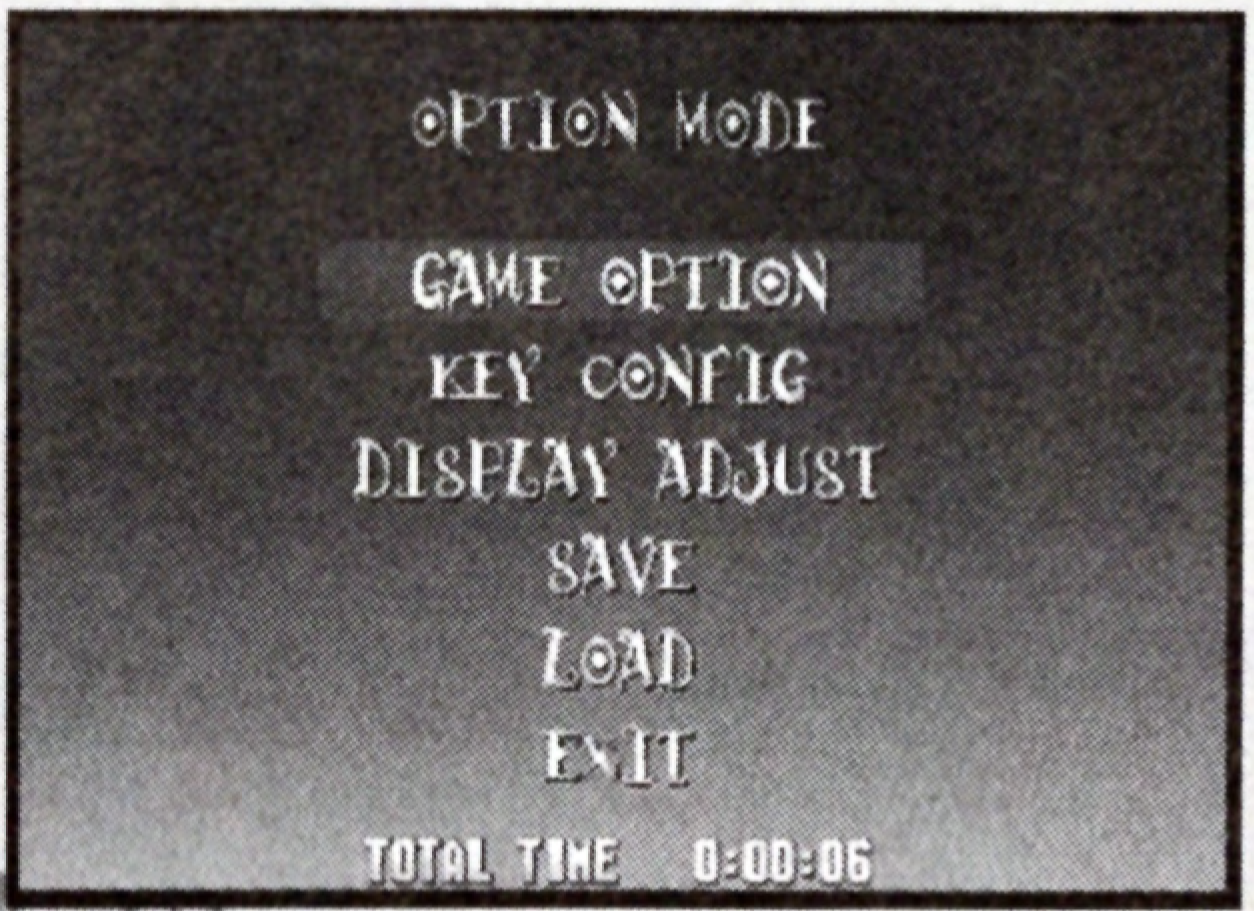


SP Story	1 Player. Play through the original comic book story. See page 10 for more details.
Arcade	1 or 2 Player(s). Play the original arcade version of the game.
VS Mode	2 Player head-to-head competition. To play, insert two controllers into the PlayStation game console before turning the power ON.
Training	Practice your moves and combos. Choose your character and sparring partner. During training, press the START button to open the Training Menu. On this menu you can turn the ATTACK and COMBO data displays ON/OFF and set the DAMAGE level from 1 to 4. You can also adjust these options:

Action	Choose your sparring partner's stance: NORMAL, CROUCH, JUMP or MANUAL.
Guard	Choose your sparring partner's blocking ability: AUTO GUARD, NO GUARD or ALL GUARD.
Stand	Turn your sparring partner's Stand Mode ON/OFF.

OPTION MODE

Choose an item with the Directional buttons ↑/↓, and adjust it by pressing the □ or ✕ button.



Game Option	Adjust these settings:
Difficulty	Adjust the difficulty level in Arcade Mode.
Time	Set the time limit per round: 30, 60 or 99 seconds, or ∞ (no time limit). When ∞ is selected, a round continues until one fighter K.O.'s the other.
Rounds	Set the number of rounds in a match for 1P and VS Mode games.
Damage	Adjust the level of damage inflicted by attacks.
Gauge	Set the initial level of the Super Combo Gauge.
Shortcut	Simplify the Character Select screen and game demos for faster loading time.
Sound	Choose STEREO or MONO depending on your speakers.
Music/SE Vol	Adjust the volume of game music or sound effects.
Default	Reset all options to their original status.
Key Config	Reset the controller button assignments and set the DUALSHOCK™ analog controller vibration function ON/OFF.
Display Adjust	Adjust the game screen positioning on your TV.
Save	Save game data, including scores, option settings and Super Story Mode data, using a Memory Card in Memory Card Slot 1.
Load	Load previously saved data from a Memory Card. ***Note:*** This game requires 1 free block of memory to save game data. Do not remove a Memory Card while saving or loading.
Exit	Exit back to the Mode Menu.

SUPER STORY MODE

OBJECTIVE

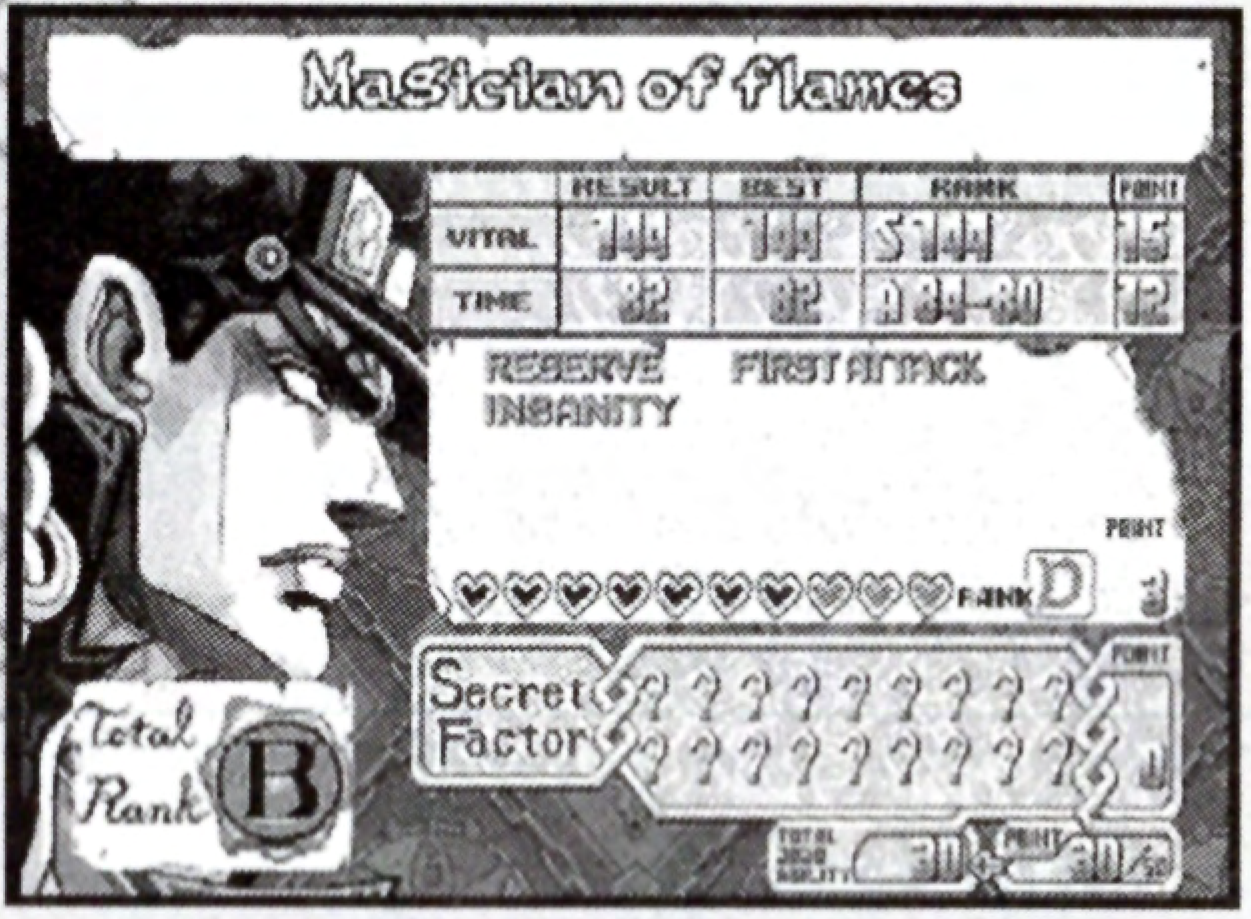
Join JoJo's adventures in Egypt to defeat the evil Dio, as played out in the original comic ***JoJo's Bizarre Adventure***. You must fight, dodge dangers and complete numerous mini-games to finish this exciting, perilous trip.

STARTING THE GAME

Choose SP STORY from the Mode Menu. If you load previously saved game data, you can play on from the point where you saved. Choose from these options:

Journey	Play on from the stage you previously saved.
Results	Check out your performance records from previous stages.

STAGE COMPLETE SCREEN



Magician of flames

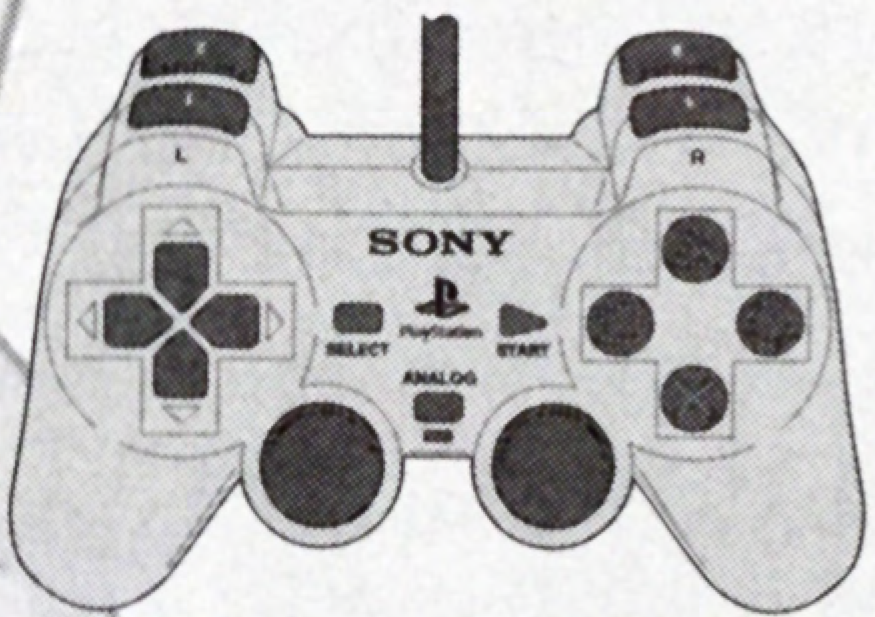
	RESULT	BEST	RANK	POINT
VITAL	144	144	S 144	15
TIME	82	82	D 84-80	72

After completing each stage, you'll be awarded JoJo Ability Points depending on your performance in several areas:

Normal Bonus	Your performance is evaluated from best (S) to worst (E). Ranks are: S, A, B, C, D, E.
Special Bonus	Awarded for certain skillful moves during a match. (Fighting stages only.)
Secret Factor	Reproduce a scene from the original comic to unlock a Secret Factor and get tons of JoJo Ability Points.
Total Rank	A total ranking from best (S) to worst (E), based on Normal Bonus, Special Bonus and Secret Factor points.

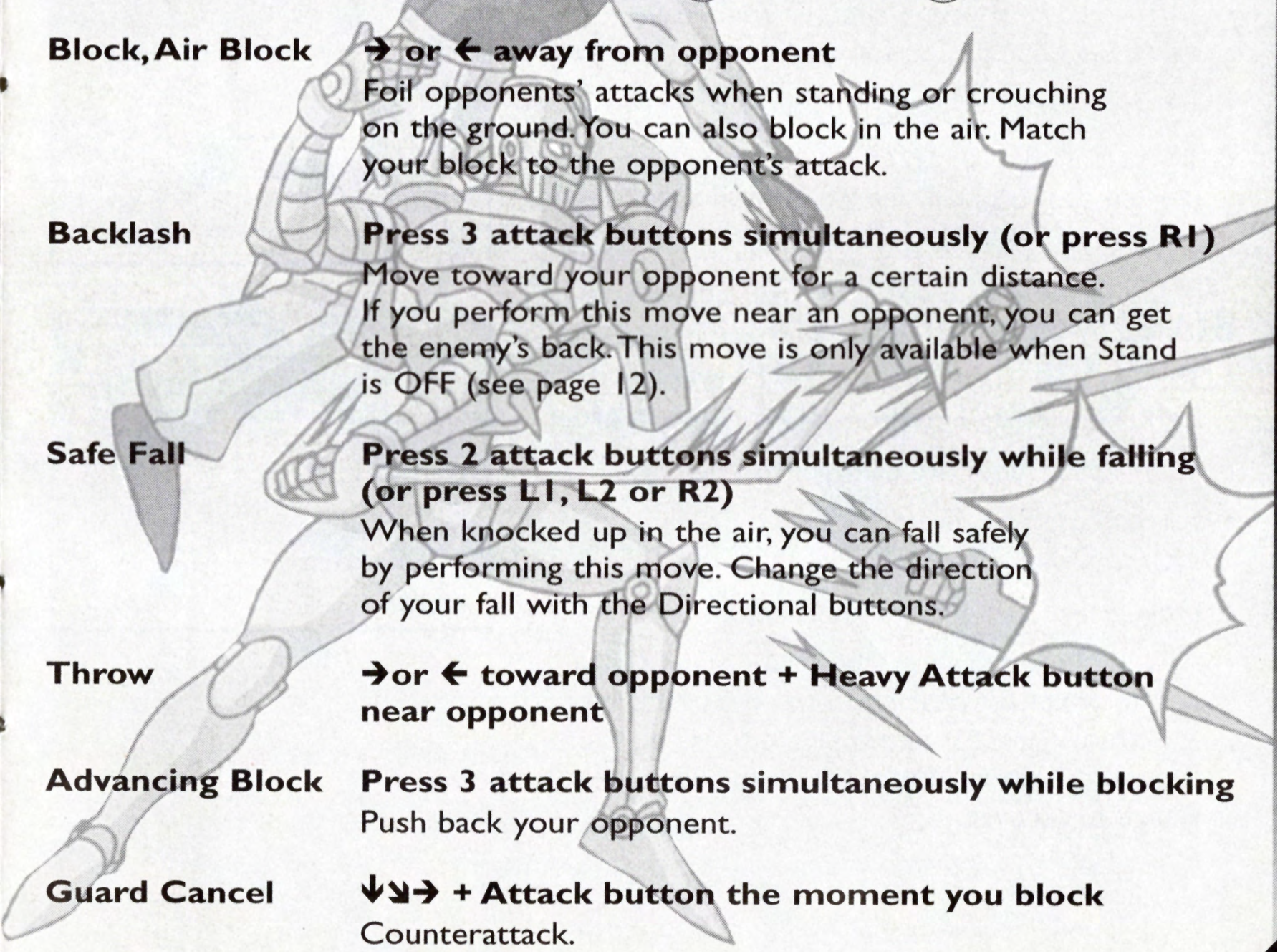
SPECIAL ATTACKS

In the moves below, the Directional button presses refer to fighters facing right. Reverse the left/right presses for fighters facing left.



Default Controls

△ – Medium Attack
○ – Heavy Attack
□ – Light Attack



Block, Air Block **→ or ← away from opponent**
Foil opponents' attacks when standing or crouching on the ground. You can also block in the air. Match your block to the opponent's attack.

Backlash **Press 3 attack buttons simultaneously (or press R1)**
Move toward your opponent for a certain distance. If you perform this move near an opponent, you can get the enemy's back. This move is only available when Stand is OFF (see page 12).

Safe Fall **Press 2 attack buttons simultaneously while falling (or press L1, L2 or R2)**
When knocked up in the air, you can fall safely by performing this move. Change the direction of your fall with the Directional buttons.

Throw **→or ← toward opponent + Heavy Attack button near opponent**

Advancing Block **Press 3 attack buttons simultaneously while blocking**
Push back your opponent.

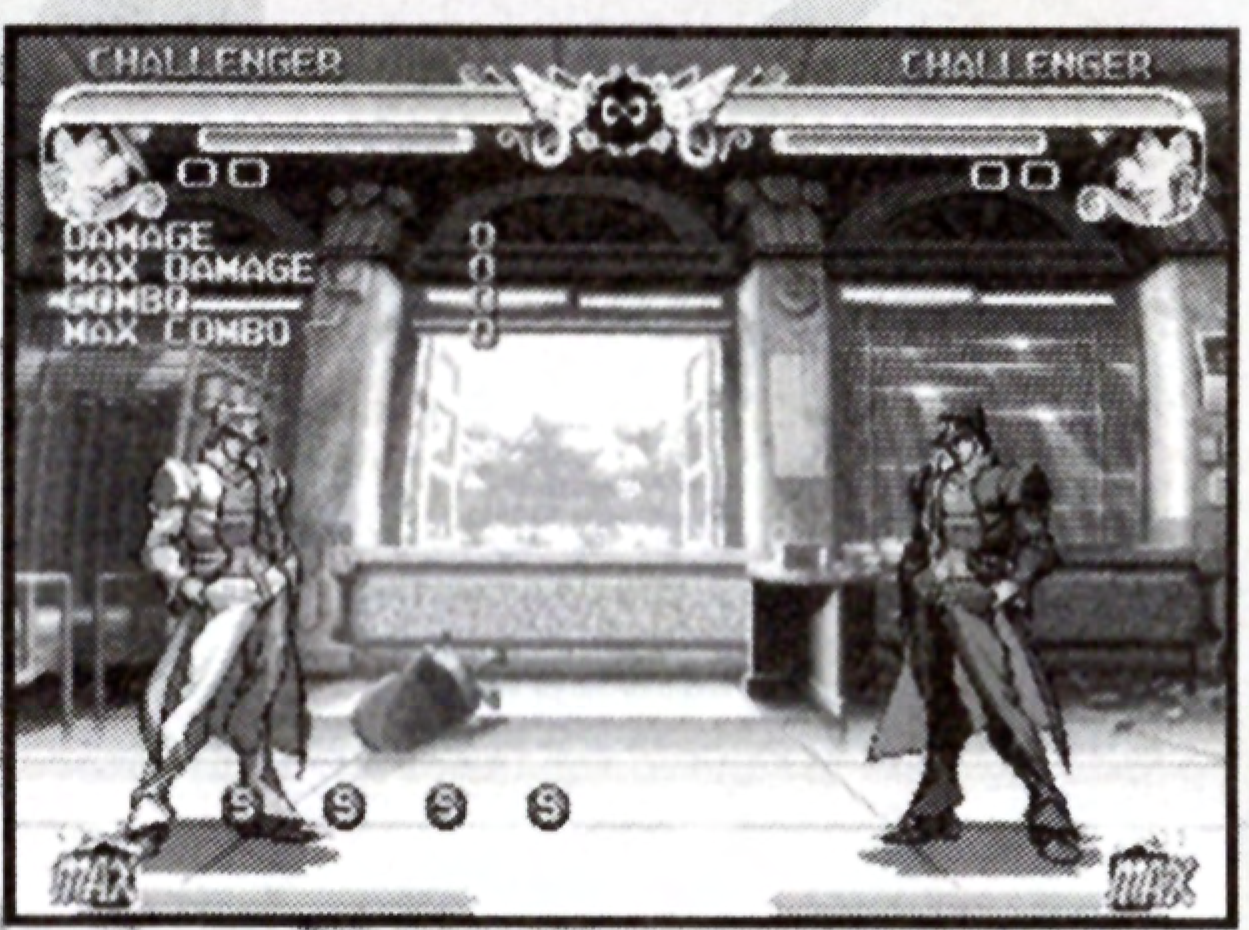
Guard Cancel **↓↘→ + Attack button the moment you block**
Counterattack.

STAND SYSTEM

Each character has two fighting modes: Normal (with Stand OFF) and Stand (with Stand ON). Turn Stand ON/OFF by pressing the X button during combat.

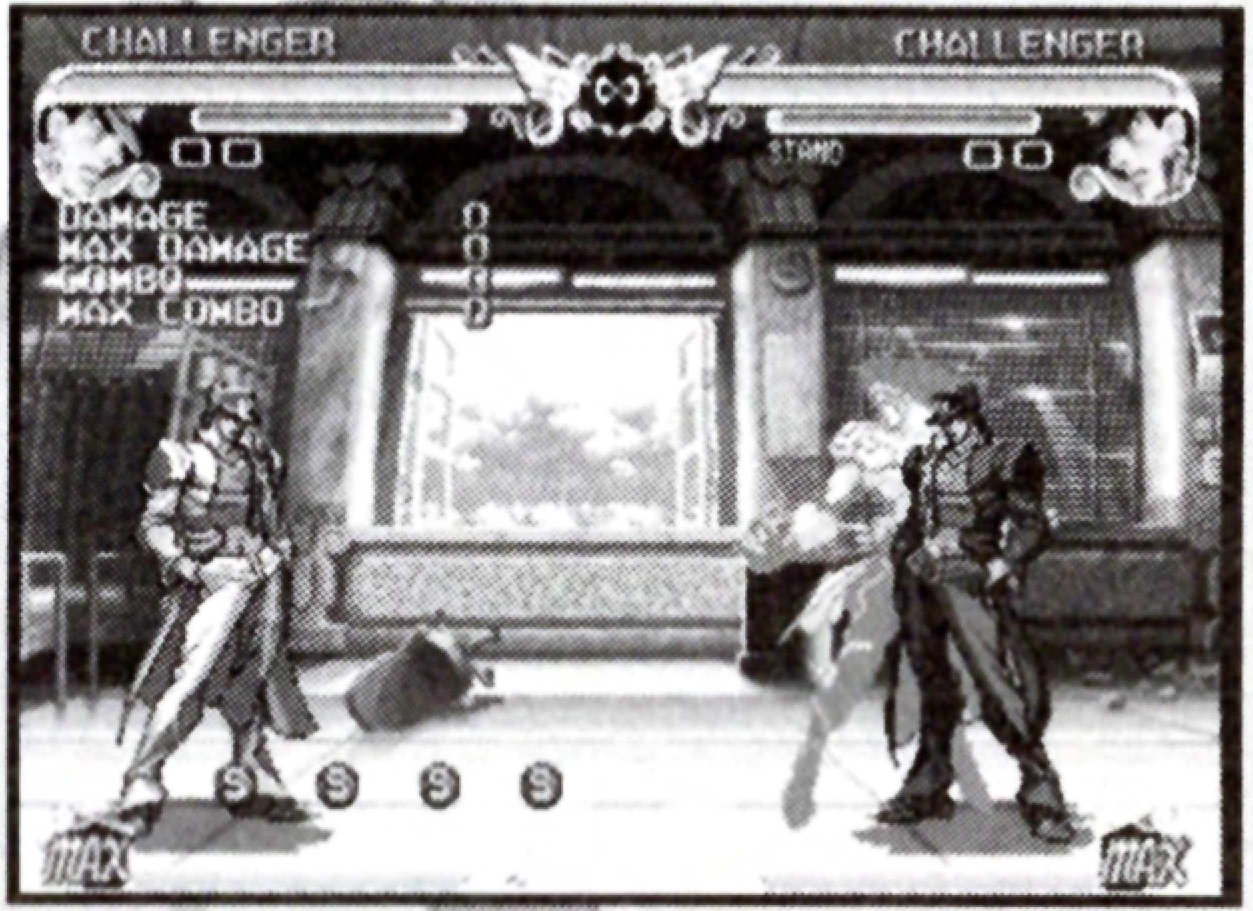
NORMAL MODE (STAND OFF)

- You can control your character while your character's Stand is performing a special move.
- All characters can perform a Backlash move.
- You can allow your Stand Gauge to recover. (Switch to Normal Mode when your Stand Gauge gets low in Stand Mode, below.)


CHALLENGER
CHALLENGER
DAMAGE
MAX DAMAGE
COMBO
MAX COMBO
MAX
MAX

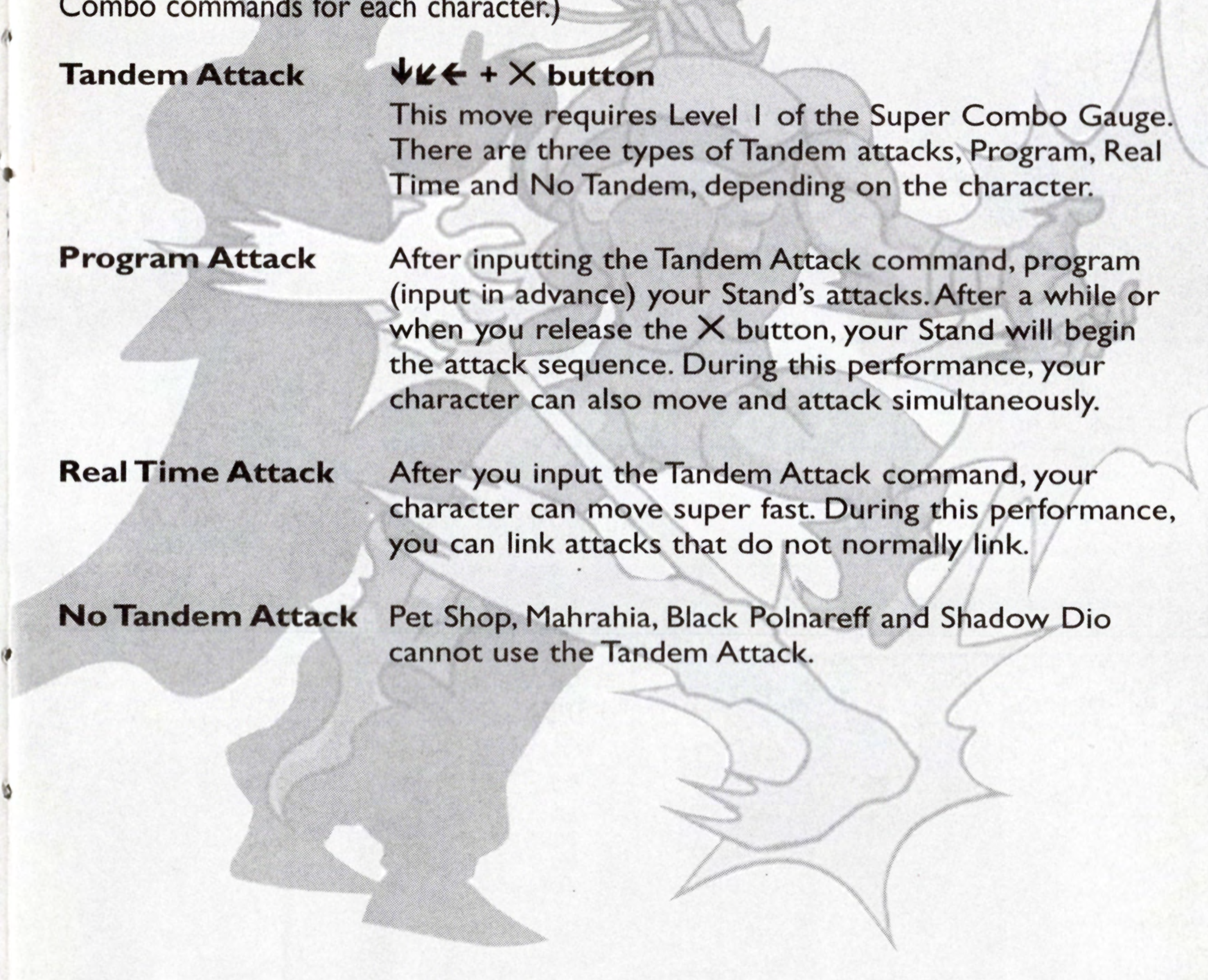
STAND MODE (STAND ON)

- You can perform a chain combo by pressing the Light, Medium and Heavy Attack buttons in order.
- Your attacks do more damage.
- You can use your character's special ability, such as Double Jump.
- Only Joseph can perform a Backlash move.
- As you block or get attacked, your Stand Gauge will decrease. If the Stand Gauge runs out, your Stand will disappear and your block will be broken. Switch to Normal Mode (above) to allow your Stand Gauge to recover.


CHALLENGER
CHALLENGER
STAND
DAMAGE
MAX DAMAGE
COMBO
MAX COMBO
MAX
MAX

SUPER COMBOS

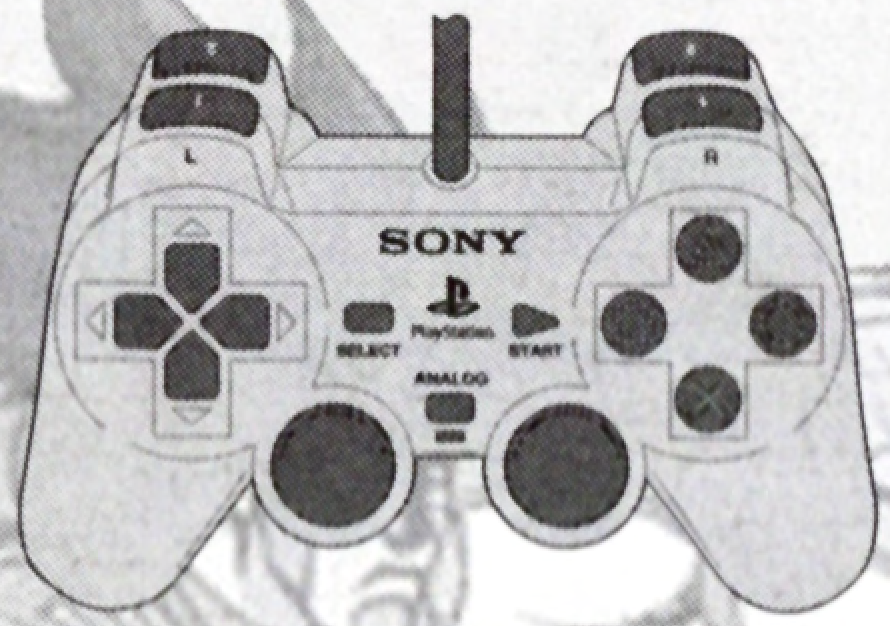
As you attack or block, the Super Combo Gauge builds up. When the gauge is full, you can perform special moves such as Tandem Attack. Certain Super Combos require more than one level of the Super Combo Gauge. (See pages 15-23 for the Super Combo commands for each character.)



Tandem Attack	**↓↙← + ✕ button** This move requires Level 1 of the Super Combo Gauge. There are three types of Tandem attacks, Program, Real Time and No Tandem, depending on the character.
Program Attack	After inputting the Tandem Attack command, program (input in advance) your Stand's attacks. After a while or when you release the ✕ button, your Stand will begin the attack sequence. During this performance, your character can also move and attack simultaneously.
Real Time Attack	After you input the Tandem Attack command, your character can move super fast. During this performance, you can link attacks that do not normally link.
No Tandem Attack	Pet Shop, Mahrahia, Black Polnareff and Shadow Dio cannot use the Tandem Attack.

CHARACTERS

This section shows the Special Moves and Super Combos for the 18 fighters selectable when you start the game. For each warrior, the Directional button moves are for characters facing right. Reverse the left/right moves for characters facing left.

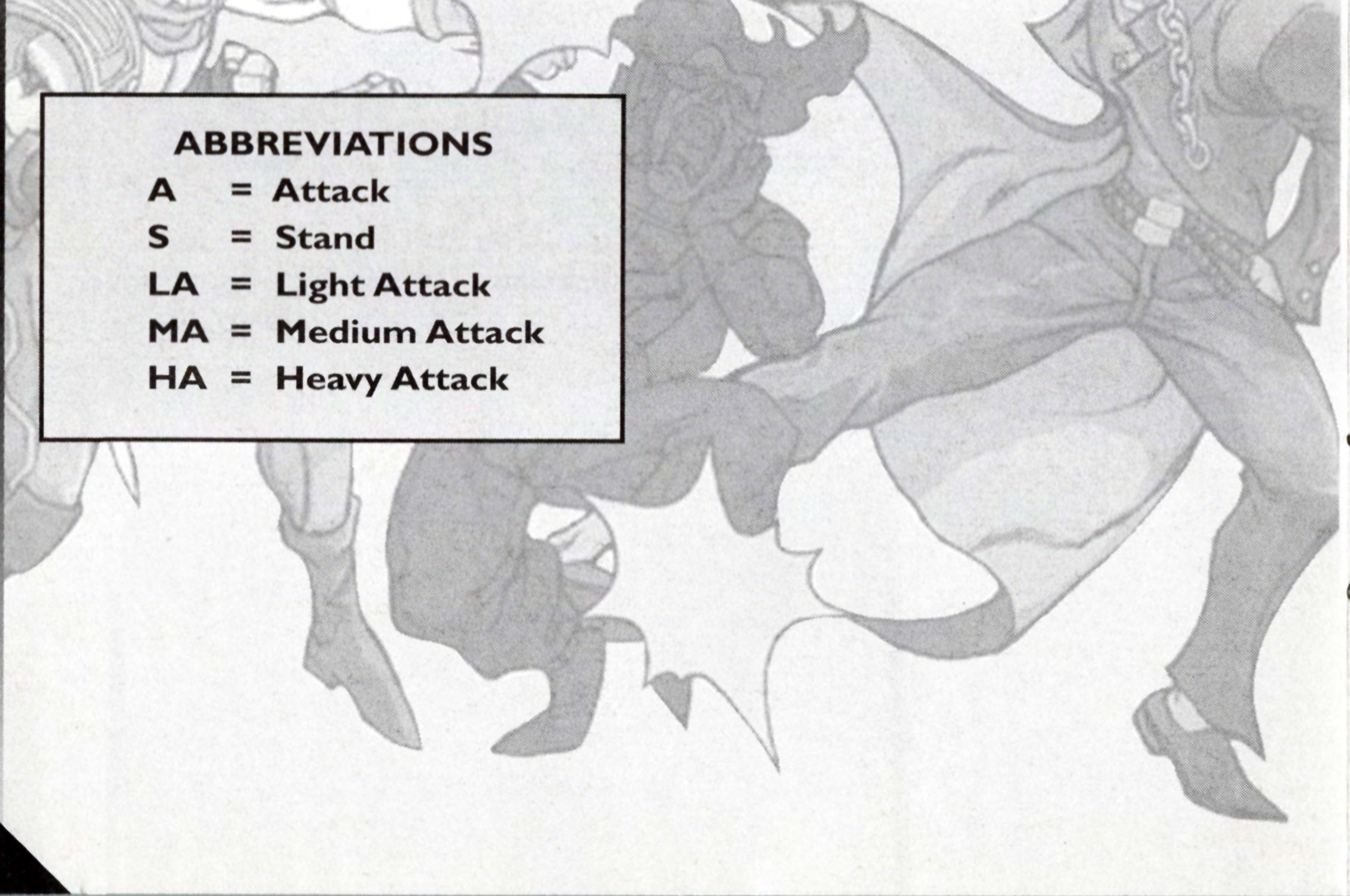


Default Controls

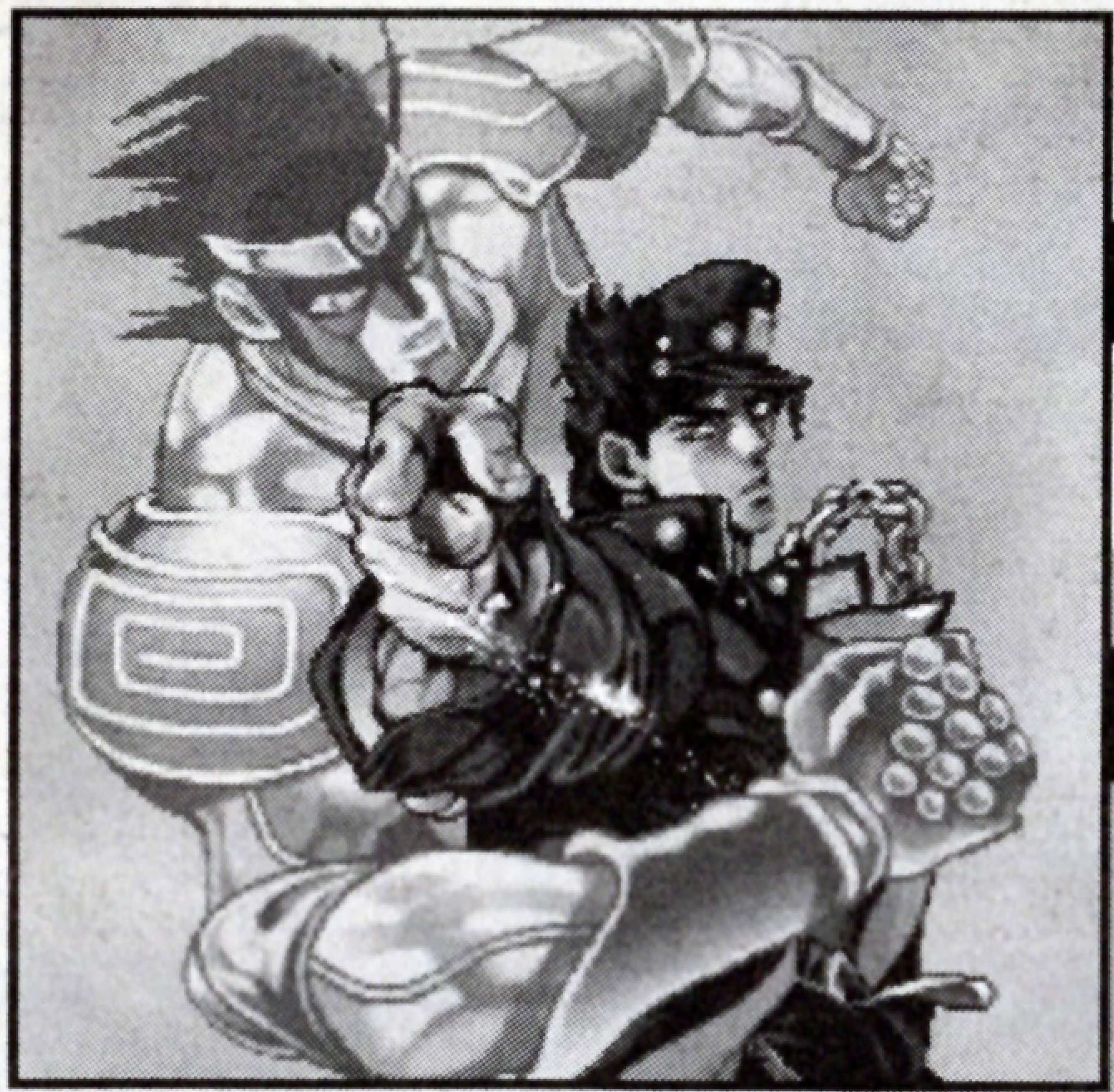
△ – Medium Attack
○ – Heavy Attack
□ – Light Attack
✕ – Stand ON/OFF

ABBREVIATIONS

A = Attack
S = Stand
LA = Light Attack
MA = Medium Attack
HA = Heavy Attack



JOTARO

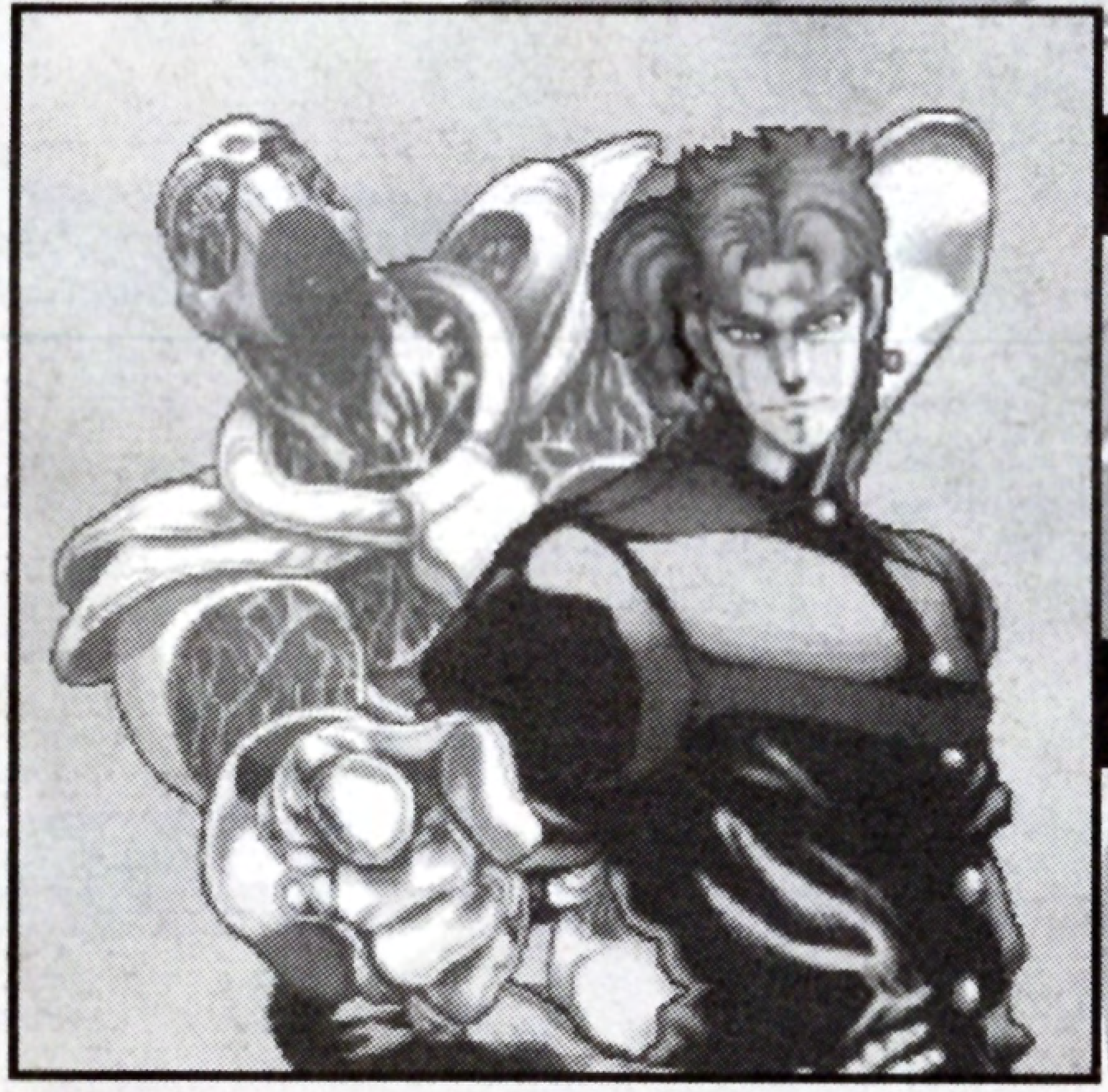


Stand: **STAR PLATINUM**

SPECIAL MOVES	
Blazing Fists	↓↘→ + A
Blazing Strike	↓↙← + A
Star Finger	→↓↘ + A

SUPER COMBOS	
Jaguar Varied Assault	↓↘→ + AA
Star Breaker	↓↙← + AA
Star Platinum The World	→ MA LA → S (Level 3 gauge)

KAKYOIN



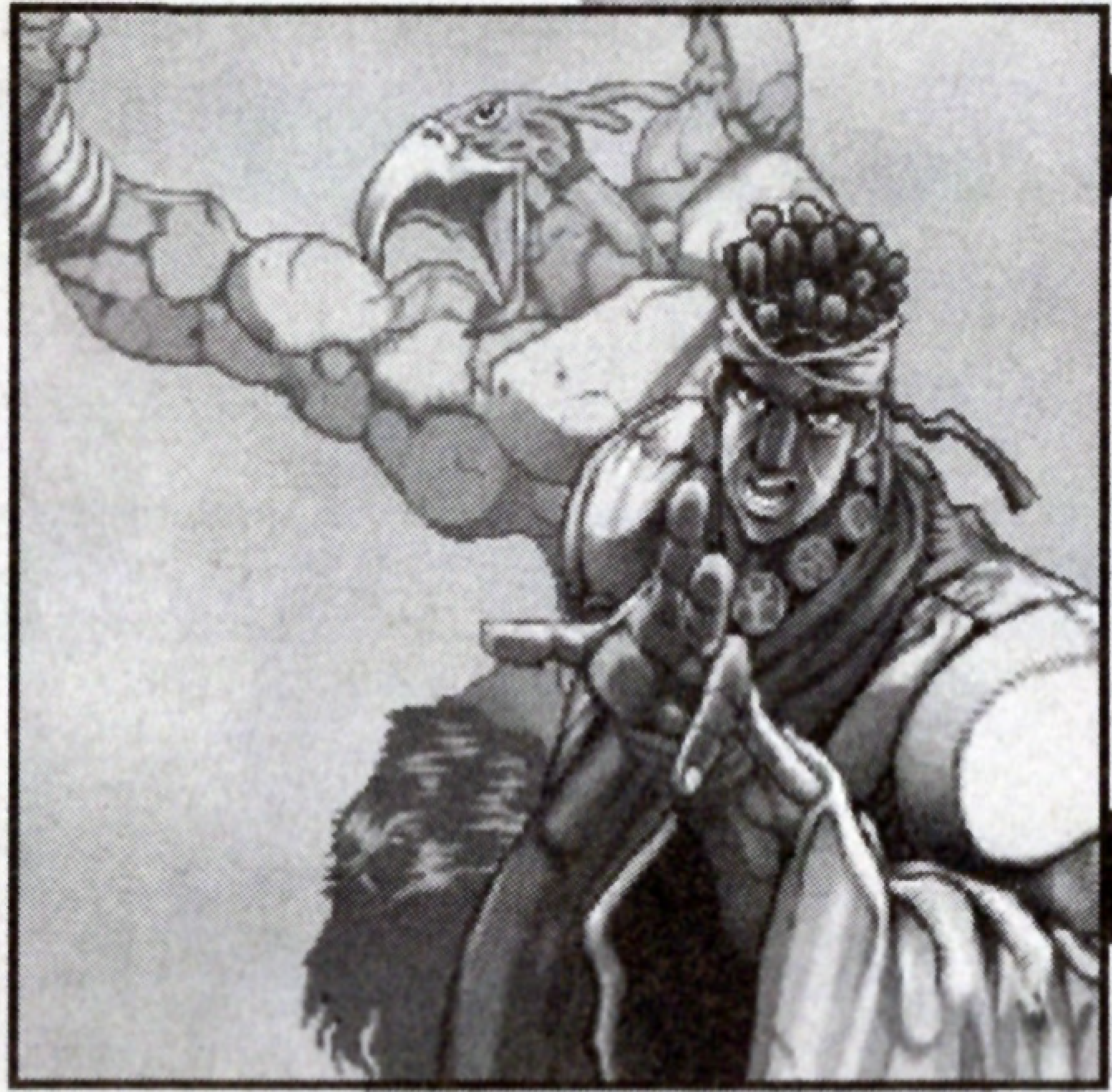
Stand: **HIEROPHANT GREEN**

SPECIAL MOVES	
Emerald Splash	↓↘→ + A
Mystic Cloak	←→↘↓↙← + A
Mystic Trap	↓↙← + A
Remote Control	→ + AA (Stand Mode)

SUPER COMBOS	
Super Emerald Splash	↓↘→ + AA
Indy's Arm	↓↙← + AA
Punishment Time	LA LA → MA HA (Stand Mode)

AVDOL

Stand: ***MAGICIAN'S RED***

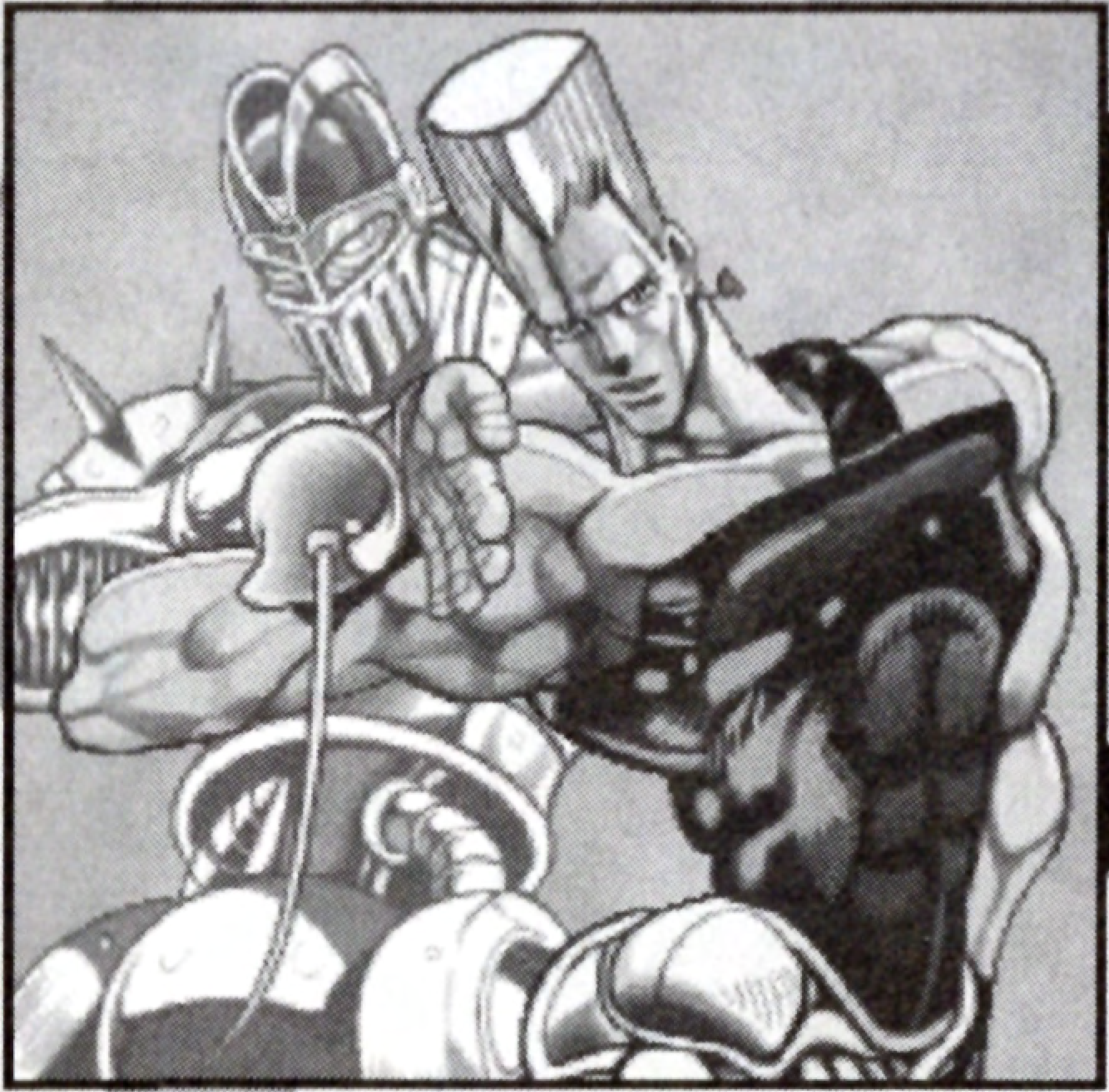


SPECIAL MOVES	
Crossfire Hurricane	↓↘→ + A
Fire Wall	→↓↘ + A
Flame Sensor	↓↙← + A
Fire Eagle	→↓↘ + A (in air)
Hell Fire	→↘↓↙← + A
Remote Control	→ + AA (Stand Mode)

SUPER COMBOS	
Napalm Bomb	↓↘→ + AA
Cross Fire Hurricane Special	↓↙← + AA

POLNAREFF

Stand: ***SILVER CHARIOT***

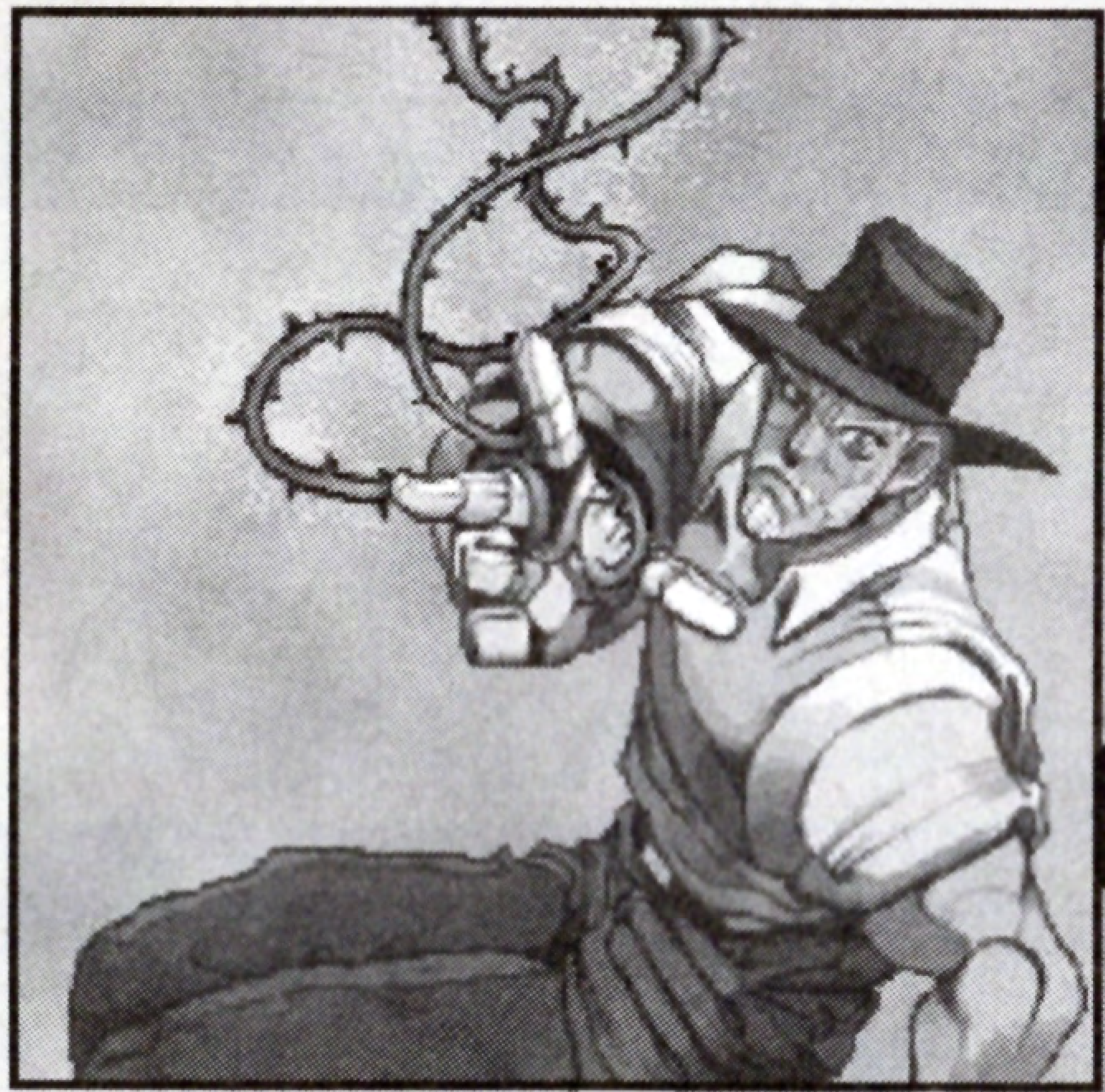


SPECIAL MOVES	
Million Pricks	A (press rapidly)
Ray Dart	← (hold) → + A
Shooting Star	↓ (hold) ↑ + A
Needle Pierce	↓↙← + A (Stand Mode)
Remote Control	→ + AA (Stand Mode)

SUPER COMBOS	
Armor Takeoff	↓↘→ + AA
Last Shot	↓↙← + AA

JOSEPH

Stand: ***HERMIT PURPLE***

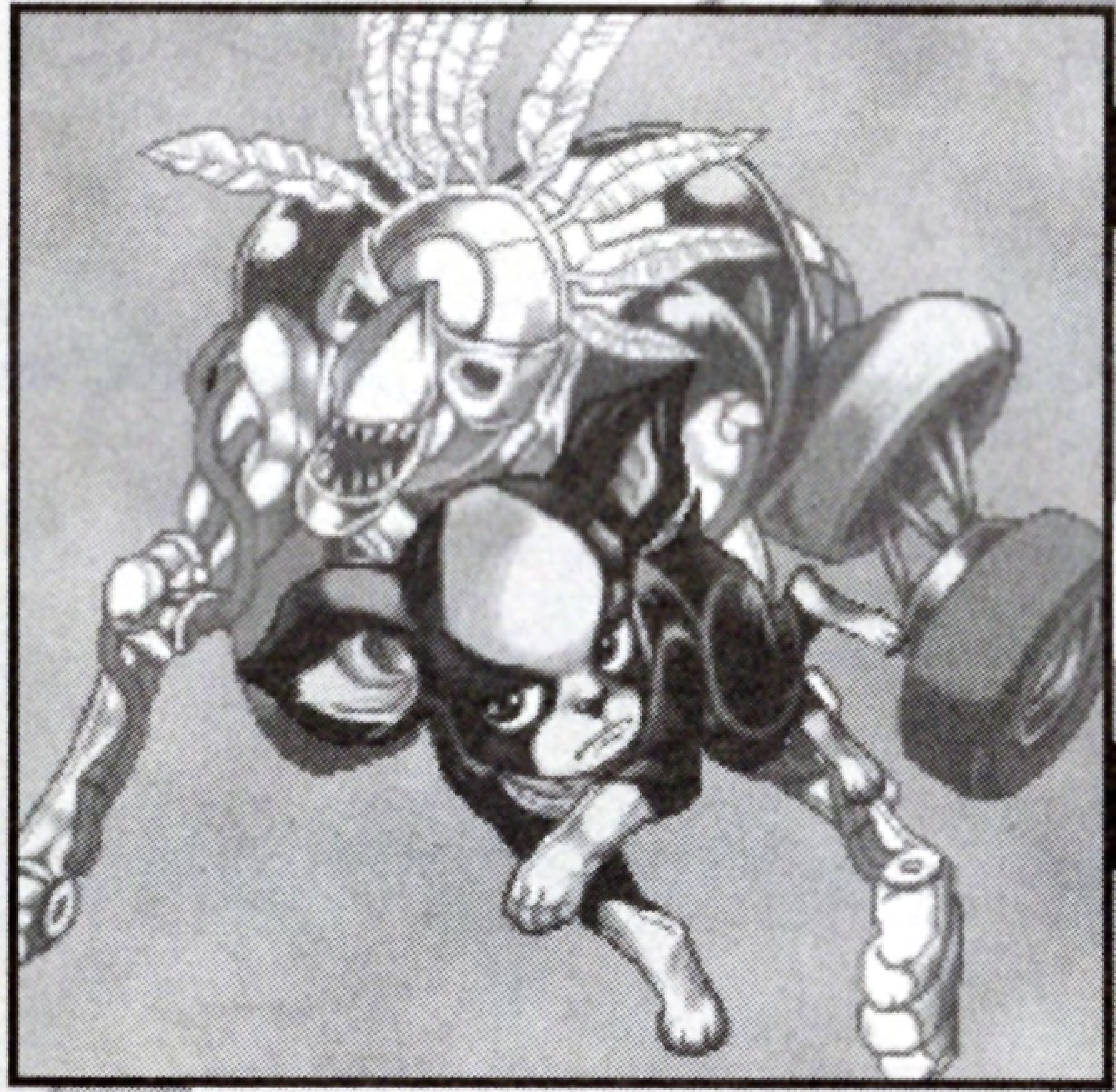


SPECIAL MOVES	
Yellow Overdrive	→↓↘ + A
Hermit Beat	360° turn + A
Tactician's Trick	↓↙← + A
Blue Overdrive	↓↘→ + A (Normal Mode)
Hermit Web	↓↘→ + A (Stand Mode)

SUPER COMBOS	
Master's Teaching	↓↘→ + AA
Super Overdrive	360° turn x 2 + A

IGGI

Stand: ***THE FOOL***

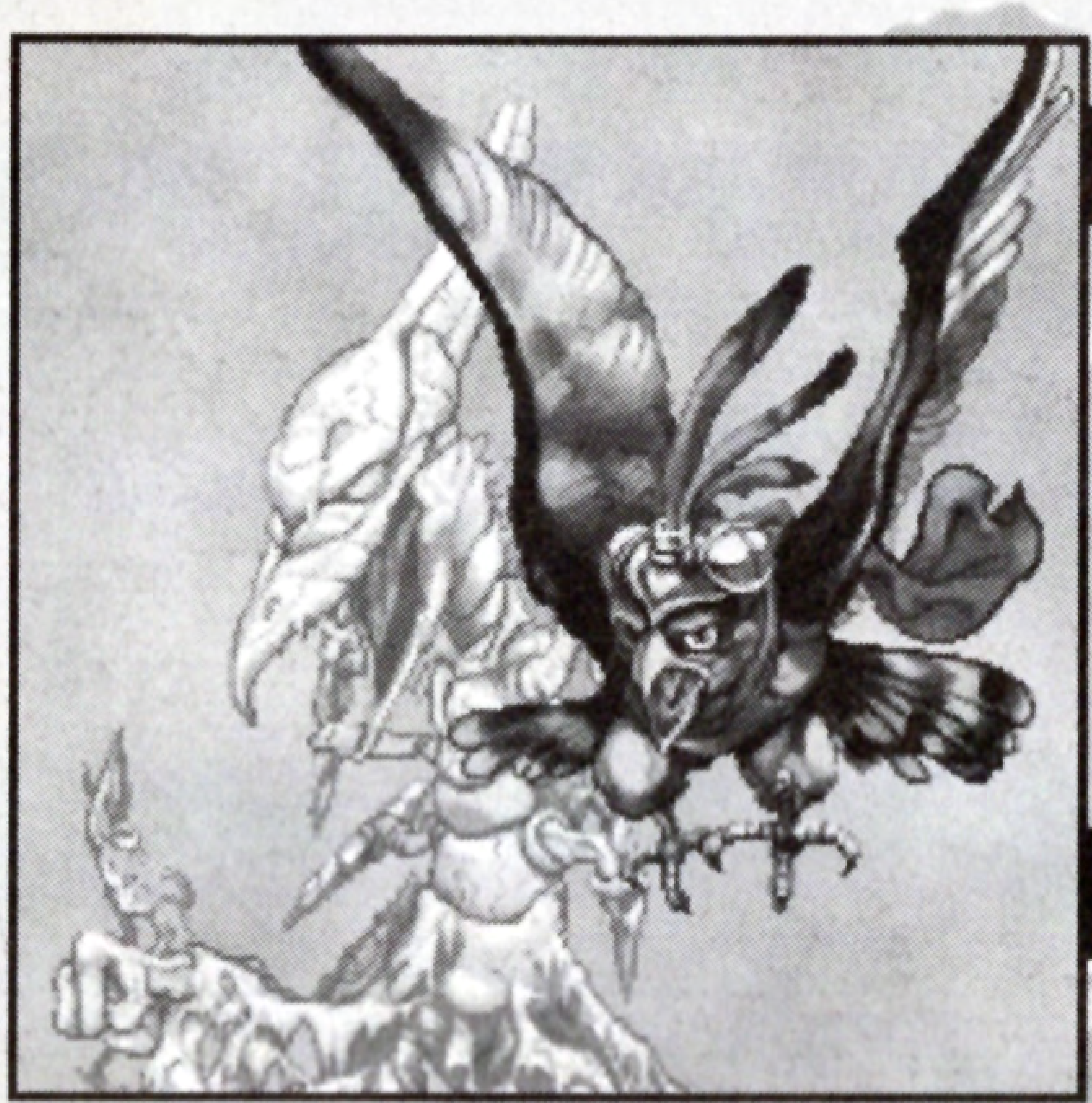


SPECIAL MOVES	
Sand Crash	← (hold) → + A
Sand Attack	↓ (hold) ↑ + A
Sand Clutch	→↘↓↙← + A
Sand Magic	→↓↘ or ←↓↙ + A
Fly	↑ (in air) (Stand Mode)

SUPER COMBOS	
Big Sand Wave	↓↘→ + AA
Sand Storm	LA LA → MA HA

PETSHOP

Stand: **HORUS**

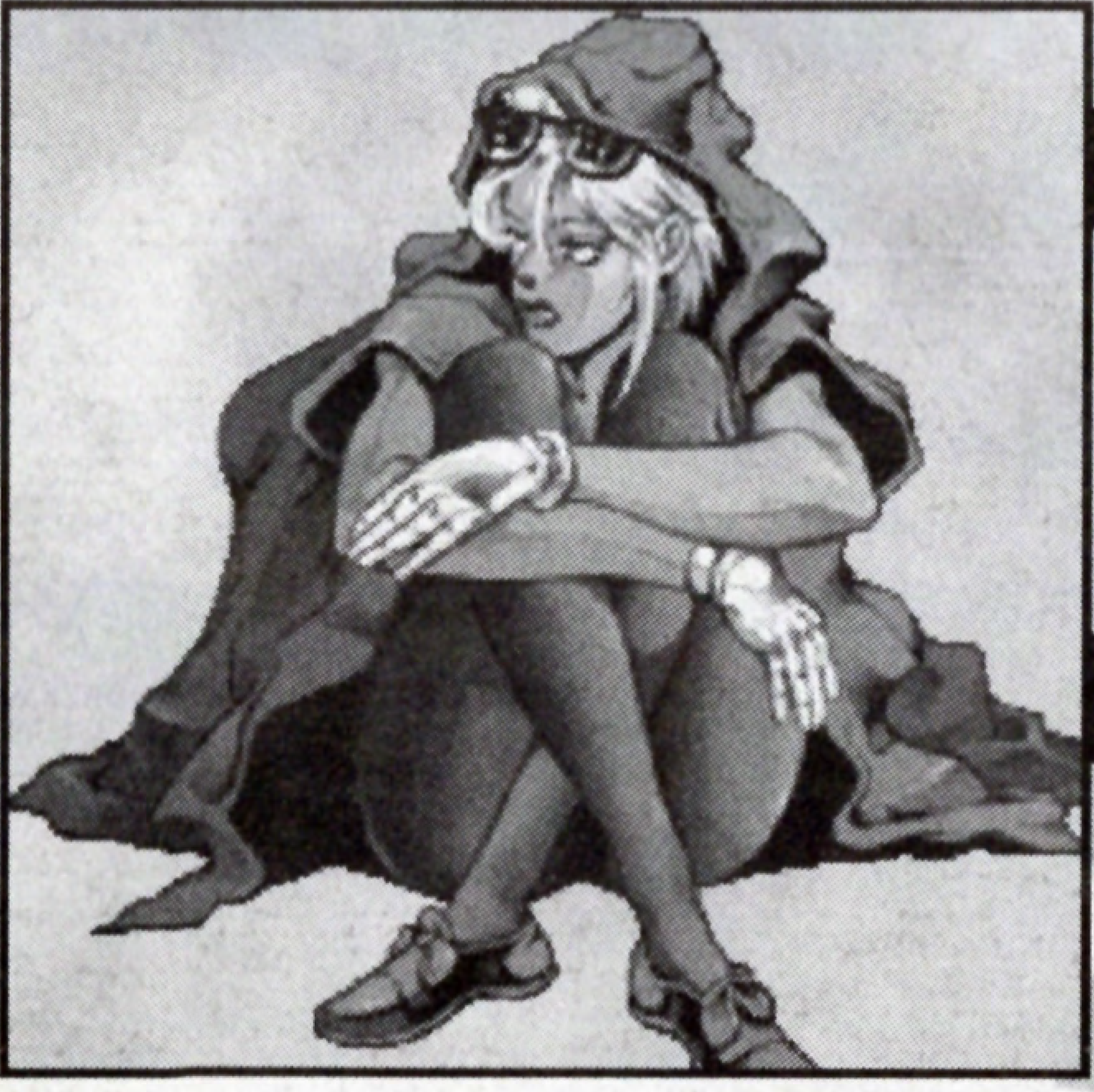


SPECIAL MOVES	
Ice Bullets	↓↘→ + A
Icicle Pick	A (hold and release)
Ice Lance	↓↙← + A
Kill Freeze	S
Death Freeze	↓ + S
Frost Missiles	←↙↓↘→ + S

SUPER COMBOS	
Giga Frost Missiles	↓↘→ + AA
Death Penalty	↓↙← + AA
Terminal Lockon	LA LA → MA HA

MAHRAHIA

Stand: **BAST**



SPECIAL MOVES	
Collection	↓↘→ + A
Enrapture	↓↙← + A
Electric Burn	→↓↘ + A
Magnet of Bast	S

SUPER COMBOS	
Iron Crush	↓↙← + AA
What Are You Thinking?	↓↘→ + AA

HOL HORSE

Stand: **EMPEROR**

SPECIAL MOVES

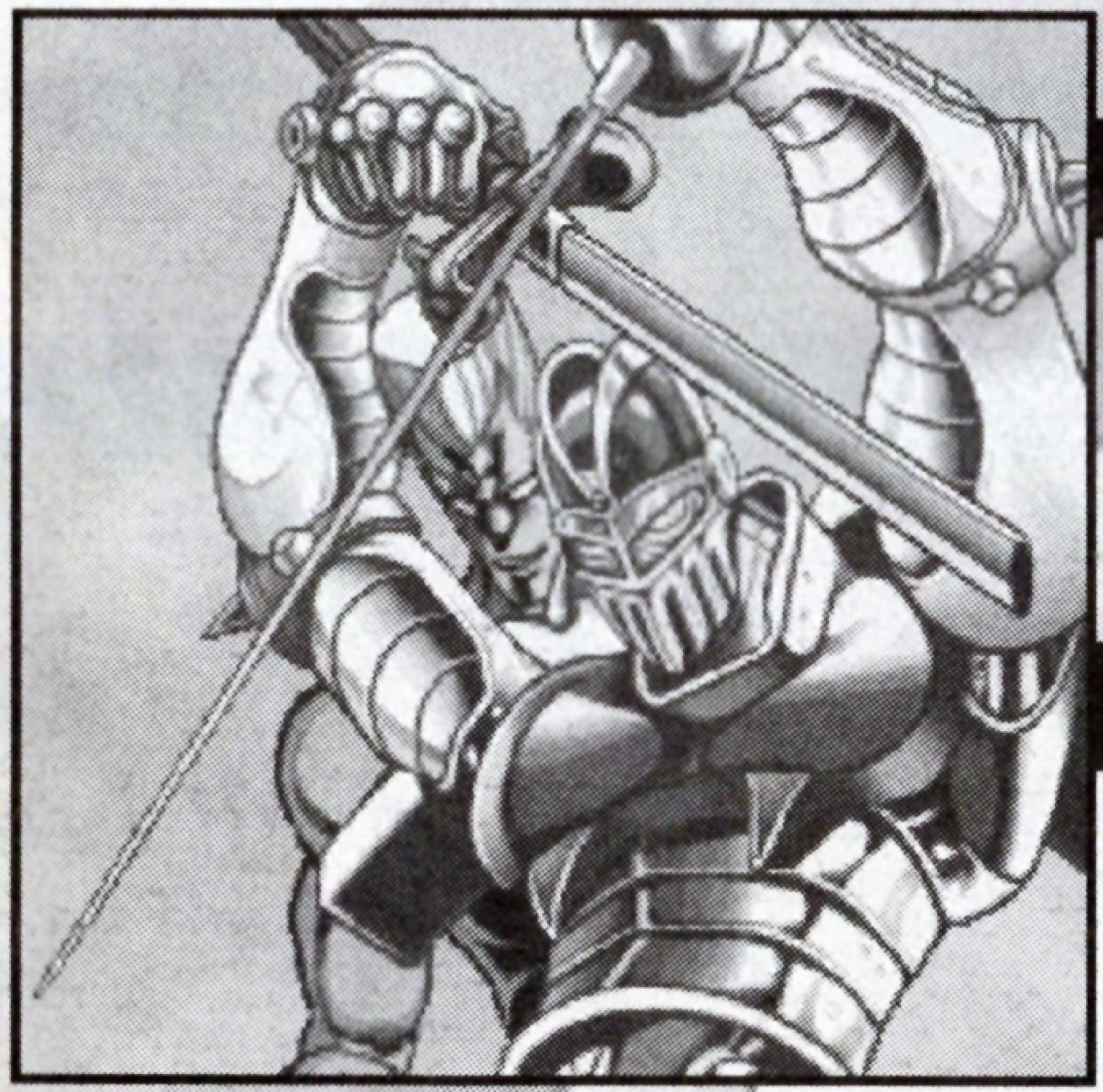
Gun Shot	↓↘→ + A
Mr. J Guile	→↓↘ + A
Hanged Man	↓↙← + A
Emperor	S

SUPER COMBOS

Rapid Fire	↓↘→ + AA
Strongest Combination	↓↙← + AA
Trace of Bullets	←↓↙ + AA

BLACK POLNAREFF

Stand: **ANUBIS**



SPECIAL MOVES

Learning	↓↙← + A
Double Sword	→↓↘ + A
Demon Slash	↓↘→ + A
Chariot Spirit	↓↘→ + S

SUPER COMBOS

Madness Blade	↓↘→ + AA
Invincible Slash	↓↙← + AA

D'BO

Stand: **EBONY DEVIL**

SPECIAL MOVES	
Piranha Dive	↓↘→ + A
Propeller Cutter	↓↓ + A
Hopping Hunter	↓↙← + A
SUPER COMBOS	
Junky Carnival	↓↘→ + AA
Barrel Roll Crusher	↓↙← + AA

MIDLER

Stand: **HIGH PRIESTESS**

SPECIAL MOVES	
Harpoon Shot	↓↘→ + A
Motor Head	↓↙← + A
SUPER COMBOS	
Mega Harpoon Strike	↓↘→ + AA
Motor Show	↓↙← + AA
Dinner Time	→↓↘ + AA

ALESSY

Stand: **SETHAN**

SPECIAL MOVES	
Beehive	←↙↓↘→ + A (S to cancel)
Retribution	→↘↓↙← + A
Shadow Axe	AA (hold & release, Stand Mode)

SUPER COMBOS	
Despair	↓↘→ + AA
Ush Ush Ush	↓↙← + AA (rapidly)

CHACA

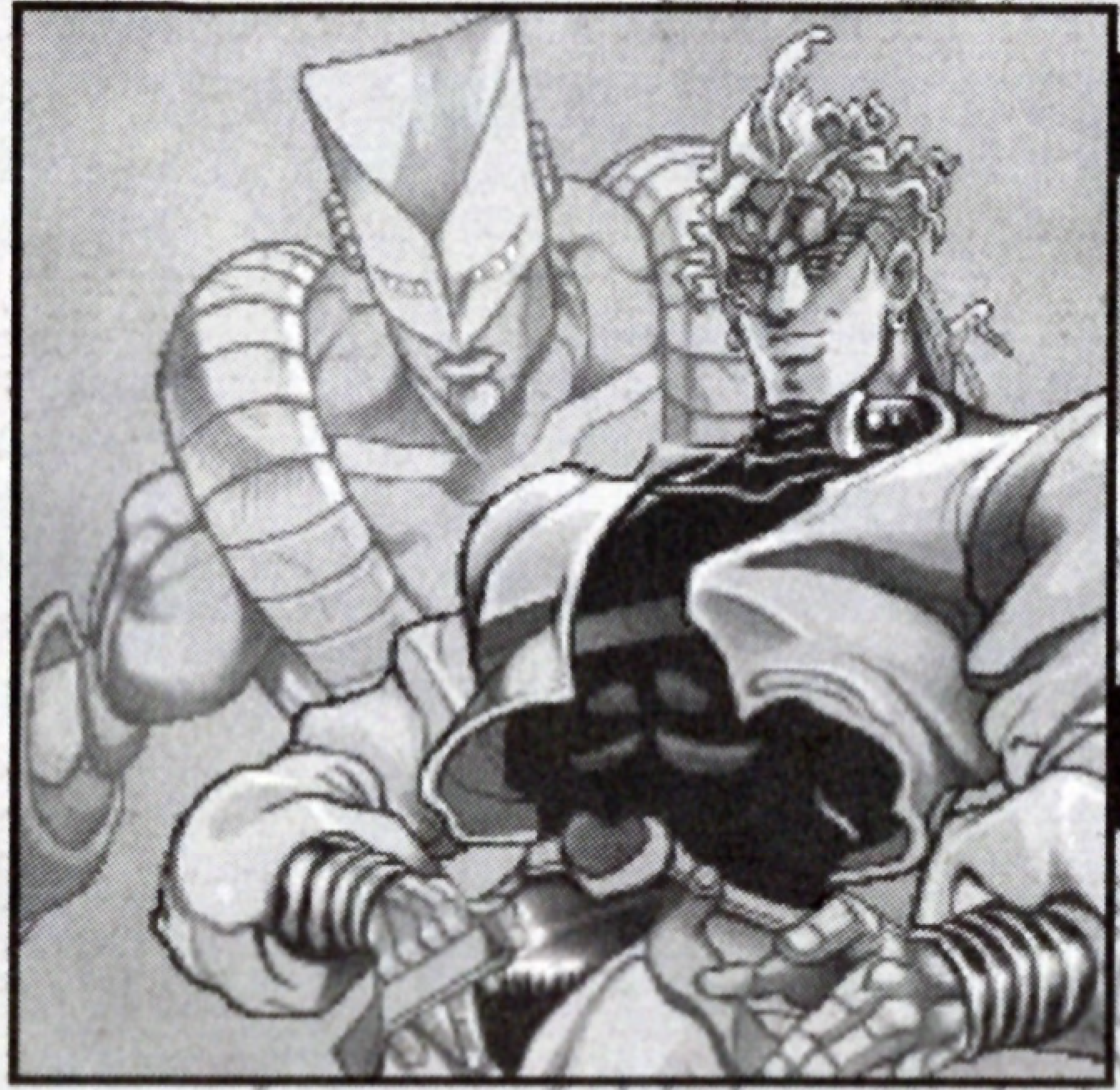
Stand: **ANUBIS**

SPECIAL MOVES	
Learning	↓↙← + A (Stand Mode)
Demon Blade	↓↘→ + A (Stand Mode)
Swallow Counter	→↓↘ + A (Stand Mode)

SUPER COMBOS	
Dimension Slash	↓↘→ + AA (Normal Mode)
Bloody Slash	↓↘→ + AA (Stand Mode)

DIO

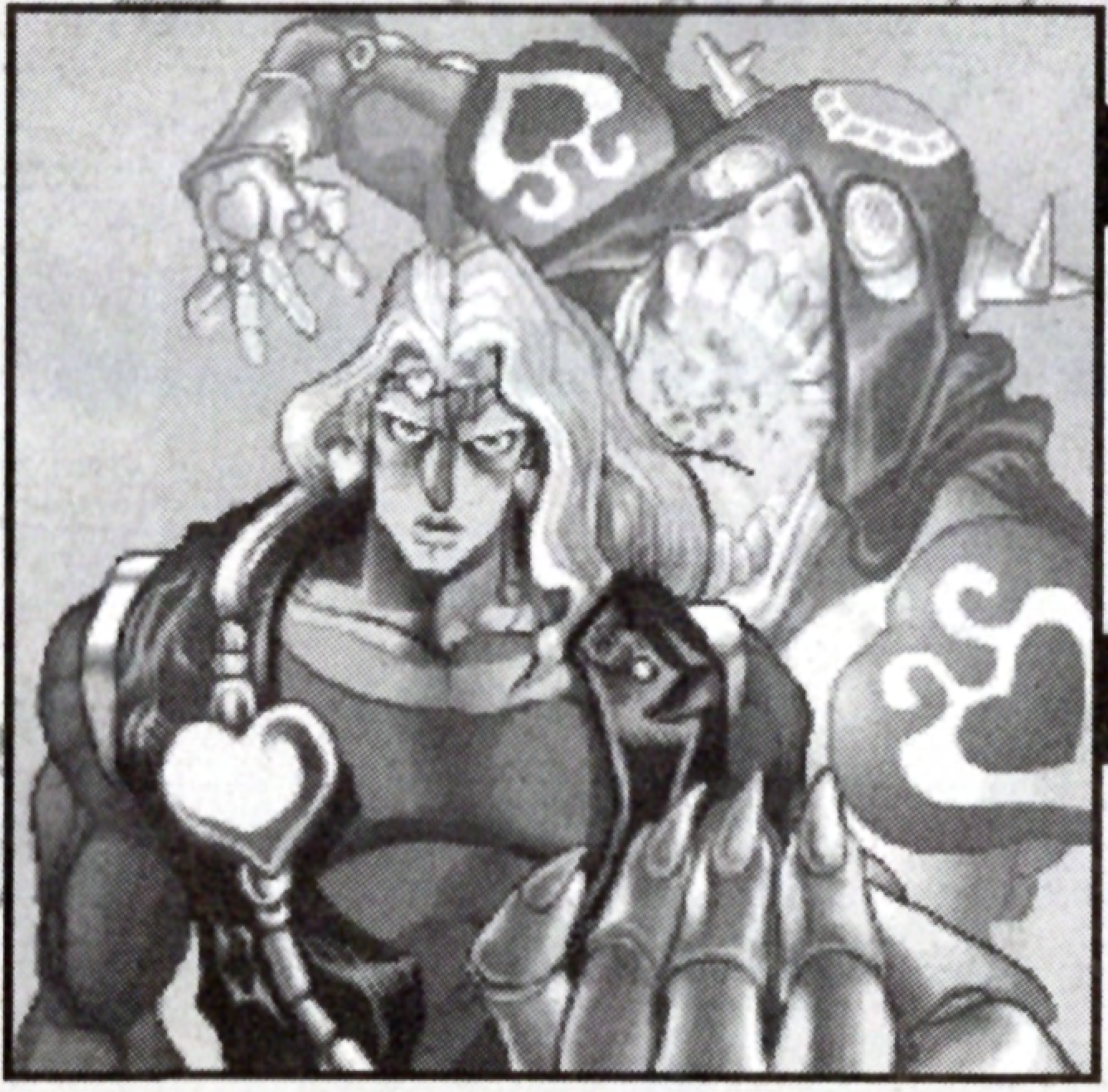
Stand: **THE WORLD**



SPECIAL MOVES	
Muda Muda	↓↘→ + A
Mudah!	↓↙← + A
Stingy Eyes	→ + HA + MA + LA + →
The World	→↓↘ + A (Normal Mode)
Die	→↓↘ + A (Stand Mode)
SUPER COMBOS	
Checkmate	↓↘→ + AA
Road Roller	↓↙← + AA (Normal Mode)
Stop Time	→ + HA + LA + → + S (Level 3 Gauge)

ICED

Stand: **CREAM**



SPECIAL MOVES	
Dark Space	↓↘→ + A
Spill	←↓↙ + A (Stand Mode)
Cream	↓↙← + A
Blow Away	↓ (hold) ↑ + A (Stand Mode)
SUPER COMBOS	
Eat This	↓↘→ + AA
Madness Throw	↓↙← + AA (Level 2 Gauge)
Circle Locus	→↓↘ + AA (Stand Mode)

SHADOW DIO

Stand: **THE WORLD**

SPECIAL MOVES

Throw Knives	←↙↓↘→ + A
Stingy Eyes	→↘↓↙← + A
Glimpse of Fear	←↓↙ + A
Shadow Dodge	→↓↘ + A
World 21	←↙↓↘→ + S

SUPER COMBOS

Punishment	↓↘→ + AA
Charisma	↓↙← + AA (Level 2 Gauge)
Stop Time	LA + → + HA + ← + S (Level 2 Gauge)

JOJO

SPECIAL MOVES

Stand Coke	→↓↘ + A
Stand Cutter	↓↘→ + A
Iron Bogan	→↘↓↙← + A
Cracker Boomerang	↓↙← + S
Cracker Volley	↓↘→ + S then S

SUPER COMBOS

Unforgettable Memory	↓↘→ + AA
Red Stone of Eija	↓↙← + AA

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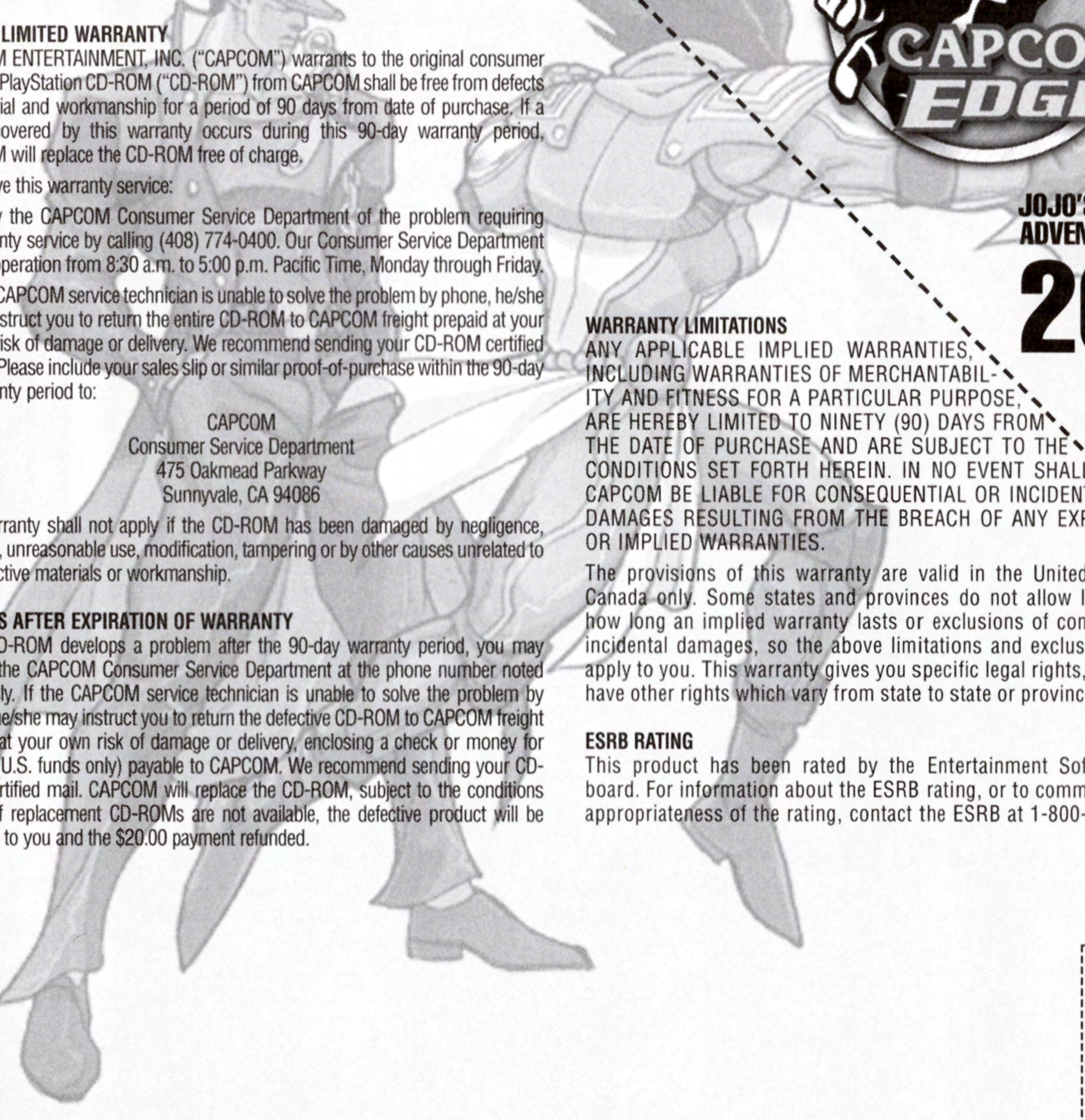

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